

**THE
STELLAR ALMANAC**

**A
HISTORY
AND TOUR GUIDE
OF
THE INFERNAL KINGDOM
OF HADES**

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FIRST EDITION

THE STELLAR ALMANAC

A
HISTORY
AND TOUR GUIDE
OF
THE INFERNAL KINGDOM
OF HADES

Written by: P. Scott Hollander

Illustrated by: John T. Swanson II

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Preface

TO WHOM IT MAY CONCERN,

THE AUTHOR OF THIS BOOK
HEREBY DEDICATES IT
TO THE
MEMBERS OF THE
FACULTY OF THE
UNIVERSITY OF CALIFORNIA

To whom it may concern,
This book is hereby dedicated.

EDITOR'S NOTE

This Almanac has been read in full by the Emperor prior to going to press. If anyone feels insulted or slighted by its contents, take your complaints to Him.

LMG

Preface

Some Facts You Will Need To Know Before Reading This Book.

The Infernal Kingdom History and Tour Guide, known also as THE STELLAR ALMANAC, is ordinarily published on an annual basis for the benefit of new residents in Hades. This experimental edition represents the first time the Almanac, or any part of it, has been published in or on a mortal kingdom.

Citizens of both immortal kingdoms come not only from Terrestria but from all parts of the Creation as well. Since the Almanac is usually printed for Hades-wide distribution, it has been necessary to severely edit this special edition for its present, limited, publication. You will note, therefore, that all references in this book to mortal status and places of residence concern arrivals from Terrestria only. Information regarding status, profession, or judgement of extra-terrestrials has been deleted.

For purposes of clarification, we also offer the following notes:

TERMINOLOGY:*

I. LANDS: There are two separate planes of existence with which we need be concerned here: the Immortal Universe, with its several defined areas or lands, and the mortal universe, which is termed The Creation. The mortal kingdoms, or those worlds in the Creation which shelter intelligent life, are collectively titled Midgaard in official jargon: in this edition of the Almanac, the term Midgaard will generally be used to identify Terrestria only, though it was not the first, and will not be the last, world in the Creation to receive and to nurture the immortal essence.

*Translations given here are approximate: where possible, terms are used for their familiarity, rather than their absolute accuracy. More specific translations or definitions will be found in Appendix B: THE STELLAR NAMES.

The two immortal kingdoms are, of course, The Infernal (or Fire) Kingdom of Hades (called, incorrectly, Hell), and The Celestial (or Star) Kingdom of Edom (called, also incorrectly, Heaven).^{*} The third land of the Immortal Universe is Cimmeria, of which more will be said in the text of this book.

The BiFrost Bridge spans the Interval between the Creation and the Immortal Universe: unless otherwise directed, souls use this passageway to reach either Hades or Edom. It is also possible for Immortals to traverse the Bridge en route to the Creation; however, though a mortal can physically travel to any part of his own universe, he cannot use the Bridge nor gain entry to the Immortal Universe until he sheds the body which ties him to and sustains him in the Creation.[†] The BiFrost Bridge is guarded by the Lord Heimdall, who is called by both immortal kingdoms The Warder of the Bridge.

II. THE NEW REALM: CHAOS was the descriptive name given by Celestial scouts to that territory which now comprises the Infernal Kingdom. HADES was its original name and, as such, was adopted by the Lucifrian Angels almost immediately after communication was finally established with the land's original intelligences in 443 AI. The New Realm has been titled, successively, The Lucifrian Kingdom of Chaos; The Infernal Kingdom; and, finally, The Infernal Kingdom of Hades. An attempt has been made, in the History section of this book, to co-ordinate the use of the various names of the Kingdom and its peoples with their chronological adoption.

III. PEOPLES: The first immortal kingdom was Celestria: its people, regardless of where they now dwell, are the Kharov (كهارو), which we shall translate in this book as "Angels," or "Immortals," though neither term is precisely accurate. It was the Insurrection which created a division among the Kharov; those who followed the Lord of Light were called by the rest of the Celestial Population "Rebel Angels," though they called themselves "Lucifrians," after the name of their chosen lord. The name Lucifrians persisted long after the Exile, and is still often employed to distinguish the Legions of Light from those of their cousins who still dwell in Edom (Celestials).

Early in the Fourth Century AI, the Lucifrian Angels adopted the name Infernals, thus taking the new name of their kingdom as their own. But it is important to note that the term "Fallen Angels" is highly inaccurate, and its use is discouraged by Infernal and Celestial authorities alike. Up until the independence of the Infernal Kingdom was finally established, Celestials did refer to their brethren in the New Realm as the Exile Angels, but even this term has fallen into disuse.

^{*} The word Hell (Hel) is not a place name but a title, though it is sometimes applied by citizens from Terrestria to that area of Hades known as The Pits. Heaven is a province in northern Celestria which is largely occupied by recent arrivals from certain parts of Terrestria.

[†] "dies" (sic).

The name Hadials, when it is used in this text, refers only to the original intelligences of Hades, the Ymir (and, sometimes, the Djinn), who are not in any way related to either the Kharov or to Midgaardians from any world.

The word Khwan (*كحوان*) we translate as "soul," also somewhat inaccurately; this term is descriptive of those who come to the Immortal Universe from Midgaard. Souls are also referred to in the text as immigrants, former mortals, or citizens, depending on their status in Hades or Edom. A mortal is not Khwan; he is Khwan plus the body which ties him to and maintains him in the Creation.

The word Citizen, wherever it is used in this book, always refers to a former mortal who has become a national of either Hades or Edom; the Almanac will employ the term "denizen" in reference to those angels who now dwell in Hades.*

To recapitulate, then. The native intelligences of Hades only are the Ymir and the Djinn. All those who came originally from Celestria are the Angels, or Immortals. Those who still dwell in the Old Realm are called Celestials; the denizens of Hades are the Lucifrians, or Infernals. Immigrants from the Creation are termed souls; the word *mortal* refers to those who still dwell in Midgaard. A citizen of Hades or Edom is always a former mortal who has sworn allegiance to that immortal kingdom in which he now dwells.

TEMPORAL COMPUTATIONS

All dates in this Almanac are given according to the Stellar Calendar.

The immortal year is divided, coincidentally like the Terrestrial one, into twelve time-periods, the year beginning in Khad Virgo and ending in Khad Leo.† The word Khad means "division," not "month"; for while the Terrestrial month is derived from a lunar cycle, neither Hades nor Edom have a moon, and the divisions in the Stellar Year are made only for convenience in establishing dating of events.

Dates in years are given according to the Infernal system of reckoning, which begins with the first year of settlement in Hades. The notation AAI (*ante annum imperiatum*††) refers to any date prior to the Exile; AI (*annum imperiatum*††) to all years after Lucifer assumed the throne in Hades. No comparable Edomite dates are available, since the Celestials have long since ceased any attempt to total their years.

It is interesting to note, however, the difference between the Infernal and the Celestial system of reckoning. In Celestria, time is cyclical: the number of millennia in each period, like the number of divisions in each year, being twelve; each millennia having its own name or number; the end of each cycle being the

*All terms regarding immigrants are defined in the HISTORY OF THE COURIER SERVICE, and in the Immigrant Dispersal Act (DOCUMENTS).

†Virgo, Libra, Scorpio, Sagittarius, Capricorn, Aquarius, Pisces, Aries, Taurus, Gemini, Cancer, and Leo. All months are thirty-three days in length, except for Khad Gemini, the month of Creation, which contains seven extra days, making forty. Festival years, originally once each millennium, contain that extra week; in other years, Gemini is also thirty-three days. See: Appendix C: THE IMMIGRANTS GUIDE (Holidays and Celebrations).

††See: Appendix B/ THE STELLAR NAMES.

beginning of the next. In Hades, time is progressive, each year having a number greater than that of the year before. It is the comparison of the Celestial concept of time without end, versus the Infernal concept of time in continual motion forward, which provides us with one of the major contrasts between the two cultures.

The time periods which are, for convenience sake, referred to as "years" in the Almanac are actually much longer than the Midgaardian time periods of the same name. That you may make comparison, we offer the following historical note:

Your sun system, including Terrestria and its viable aspects, was indeed created by the Supreme Monarch in six of His "days." However, your evolutionary scientists are also fairly accurate in their multi-millennial computations concerning that same Creation Week (the Terrestrial *Bara Gemini*). The two time spans of six Stellar Days and billions of mortal years are almost identical.

Conversely, the Stellar Year is as long (or short) a period of time to an Immortal as is a Terrestrial Year to a Mortal.*

Communications between the Immortal Universe and the Creation are made possible by a temporal oddity which can best be described as a space-time continuum. The two universes do not exist in the same dimensional plane, but they are in juxtaposition, and thus it is possible to co-ordinate Stellar dates with Midgaardian dates should the necessity arise. Again, the analogy is inexact. But the fact remains that an Immortal can enter Midgaardian time and operate within its sphere of existence.

TRANSFER OF SOULS

One element of the "contest" between Hades and Edom which seems to intrigue Midgaardians the most is the idea of two forces struggling for the soul of Man. It is a fact that there is a fierce competition for immigrants between the two kingdoms, but the reason has very little to do with what Terrestrials call "morality," and even less to do with that charmingly egocentric view mortals have of their own importance. The problem is much more basic.

One unfortunate feature of the immortality strain is that its possessors are almost totally childless. The influx of souls ultimately serves the same purpose in Hades and Edom as does the arrival of new generations in Midgaard, bringing with them, as they do, not only new sources of labor, but also new outlooks, new interests, and new ideas. Thus, immigration carries with it the dual benefits of population growth and culture change. It is for the first reason that Man was created mortal, and it is for the second that, except for certain gentle influences, his cultures are left largely undisturbed.

*For those wishing a more lucid explanation of this type of phenomenon, we refer you to that excellent body of work called "The Theory of Relativity," which was propounded by your own Scientist, Albert Einstein. Further information regarding the *Bara Gemini* will be found in Appendix C (Holidays and Celebrations).

Concluding Note:

With the exceptions noted above, the History and Appendixes of this edition of the Almanac closely resemble the original version: it is in the Tour Guide that the major deletions have been made. It may be that some of the information which is usually published for its usefulness to new immigrants should have been deleted also, but it has been included here for its possible interest to the casual reader.

Particular attention has been given to the chapter on the *History of the Courier Service*, and much added information has been included therein on immigration.

The editors would like to express their gratitude and respectful appreciation to Mi N'yil, Ser Cassiel Macaton Samedi, without whose assistance and consent this Almanac could never have been published.

The publication of the original edition of the STELLAR ALMANAC is authorized by the Ministry of Infernal Affairs. LINV.

Table of Contents

page

I. PREFACE	v
II. THE HISTORY	(1)
A. INTRODUCTION	
Before The Beginning	3
B. CHAPTER ONE	
The War of Insurrection	7
C. CHAPTER TWO	
The New World	12
D. CHAPTER THREE	
The War of Independence	15
E. CHAPTER FOUR	
New Beginnings	18
F. INFERNAL SYMBOLS	(23)
1. History of the Banner	23
2. The Infernal Anthem	25
3. The State Bird	26
4. State Tree and Flower	27
G. HISTORY OF THE COURIER SERVICE	29
Background . . . The First Ambassadors . . .	
The First Couriers . . . The Service	
Established . . . The Heimdall	
Decision . . . The Situation	
Resolved . . .	
The Courier Service Today	36
H. HISTORIC STRUCTURES	(39)
1. Gates of Styx and The Utgaard Line	39
2. LucMont Palace	41
3. The Sword of Flame	42
4. Lucifer Invictus	43
I. HISTORIC DOCUMENTS	(45)
1. The Writ of Banishment	45

2. The Writ of Independence	48
3. The Treaty of Thordon	53
4. The Immigrant Dispersal Act	55
J. THE IMPERIAL GOVERNMENT	59
1. The Emperor	60
2. The Prime Minister	61
3. The Sheytan	61
4. Parliament	62
Background and Organization . . .	
Courts of Parliament . . . The Principia . . .	
The Civicia . . . Enactment of	
Legislation	
5. The Supreme Court	65
Sedaer Karma—Sedaer Ma'at	
6. Major Councils, Departments,	
and Ministries	(67)
(a) Executive Office of The Emperor	67
(b) Imperial Palace Councils (Sheytan)	67
(c) Executive Departments	70
(d) Infernal Ministries	71
(e) Independent Agencies	74
III. THE TOUR GUIDE	(77)
A. THE IMMORTAL UNIVERSE	79
1. Lands and Peoples . . . Edom . . .	
Hades . . . Cimmeria	
2. Entrance to the Kingdom	85
B. THE HADIAL LEVELS	(87)
1. Introduction	87
2. Level One—ASGAARD	93
3. Level Two—LIMBUS	99
4. Level Three—DYONESIA	107
5. Level Four—TYPHAENOS	115
6. Level Five—ACRASIA	123
7. Level Six—BIMINI	129
8. Level Seven—PANDEMONIA	137
9. Level Eight—JOTUNNHEIM	143
10. Level Nine—KAF	151
C. THE HADIAL PITS	(157)
1. Introduction	157
2. Pit One—PANDORIA	165
3. Pit Two—PURGATORY	171

4. Pit Three—GEHENNA	177
5. Pit Four—TARTARUS	183
6. Pit Five—SIEKING T'AI	189
7. Pit Six—NASTROND	195
8. Pit Seven—NARAKA	201
9. Pit Eight—JIGOKU	207
10. Pit Nine—NIFLHEIM	213

IV. CLASSIFIED ADS	219-238
--------------------	---------

V. APPENDIXES	(239)
---------------	-------

A. *APPENDIX A*

1. Part One—The Infernal Alphabet	241
2. Part Two—Stellar Languages	246

B. *APPENDIX B*

The Stellar Names	249
-------------------	-----

C. *APPENDIX C*

The Immigrant's Guide	265
-----------------------	-----

D. *APPENDIX D*

Recommended Reading List	307
--------------------------	-----

Table of Illustrations

page

MAPS

1. Lucifrian South Celestria	6
2. BiFrost Bridge—Terrestrial Extension	84
3. The Hadial Levels	90
4. The Hadial Pits	91
5. Styxvilla	92
6. Dyonesia City Center	106
7. Macareus City	122
8. The Imperial City	136
9. Sakhrat Mountain	150

CHARTS AND INSERTS

1. Major Battles of The War of Insurrection	9, 10, 11
2. IKAF Military Insignia (reprint)	96
3. Dyonesian Revels Poster (reproduction)	100
4. Schedules for Gymkhana Qualifying Events	104
5. The Infernal Archives	108, 109
6. Flora's Dial	112
7. Infernal Kingdom Postage	116
8. Infernal Kingdom Currency	118
9. Venus Palaces Order Form (reproduction)	126
10. Encyclopedia of Plants (excerpt)	130-131
11. Weights and Measures	134
12. Current Transportation Rates	138
13. Architecture in Hades (excerpt)	140
14. Infernal Kingdom Economy Overview	144
15. Infernal Kingdom Internal Trade	146
16. The Hadial Pits (representational chart)	164
17. Alphabet Conversion Chart	244, 245

ILLUSTRATIONS

1. Flags:	
a. Celestial Banner	23
b. Insurrection Banner	23
c. Star of Morning	24
2. The Phoenix (State Bird)	26
3. The Diamond Star (State Flower)	27
4. The Yggdrassil (State Tree)	28
5. The Styx Gate	39
6. The Lucifer Invictus (Statue)	43
7. Temple of The Nine Worlds	154

THE HISTORY

of

The Infernal Kingdom of Hades

INTRODUCTION

Before the Beginning.



When we consider the generally leisurely progress of Immortal History, it must seem that the formative years of the Infernal Kingdom were very few, and that the major events in Infernal History were telescoped into an incredibly short period of time. It was barely more than half a millennium, in fact, from the Insurrection itself to the final stabilization of this new kingdom, and during that time a people which had never known conflict fought two major wars—

the only wars in their history—and a race which had been intrinsically united in unquestioning allegiance to One King saw His authority challenged, and saw also the division of their race into two separate peoples.

The history of the Infernal Kingdom properly begins with the revolt and subsequent banishment of the Lucifrian Angels, but the seeds of that conflict were planted long before the Insurrection. Before we can delve into the background and development of the Infernal Kingdom—indeed, even into its present organization—it is necessary to examine the reasons for its very existence.

The question is often asked—and with good cause—why did a King with the foresight to judge the future permit an Insurrection to take place at all, and why did He then compound His error by sending a shrewd and dangerous rebel, with all his armies intact, to a land where he might brew yet another revolt? Why, indeed, does a King Whose power is beyond comprehension accept continued challenges to His authority? If we are to solve these riddles, we must first understand that that King did not permit revolt, He engendered it, and that the opposition to His authority was not a challenge at all, but a fulfillment of His purposes. Here, in fact, was a Monarch Who deliberately awakened the passions of His people that He might better lay bare their souls.

The Celestial Monarch had foreseen the need for a second immortal kingdom, different from Celestria in its organization, its orientation, and the character of its people. The site of that new kingdom He had already chosen: Chaos, a harsh and desolate land which would demand all the energies of its settlers to conquer, and which would, in turn, transform them into a competitive and aggressive race.

But to simply suggest—or even order—that one of His subject princes leave Edom and establish an independent kingdom was not sufficient. Never before in Immortal History—and probably never again—would the Supreme Monarch give over nearly half the population of His kingdom to another's command. He must first be certain that the leader He had chosen for this enterprise would be capable of rule without recourse to another's authority, and He must provide that new monarch with subjects who would no longer offer their first allegiance to the Celestial King.

The King knew His people: such a plan would require extreme methods to make it work. Even Prince Lucifer, fiercely independent as it was in his nature to be, was accustomed, like all Celestials, to accepting the judgements of his King. By giving him the regency of South Celestria, the Supreme Monarch accomplished the first phase of His campaign: He effectively removed Prince Lucifer from the Court, and gave him his first taste of power.

Once this most capable of His subject princes had proven his ability to rule, the Celestial Monarch began to harry him into open revolt. Each Decree which further limited the authority of His southern governor brought events closer to the outcome the Celestial King had anticipated: that Prince Lucifer would finally strike back in anger, willing to risk all on the chance that he might gain the sovereignty his nature demanded.

The test was carefully designed, for at each stage in its development it was made possible for the new governor to withdraw from his headlong progress: even the Writ of Banishment, when it was finally issued, contained an offer of amnesty, and held out the opportunity for the Lucifrians to return, with honor, to the Celestial court. But the King had chosen His instrument well: for this volatile opponent, there could be no retreat, and certainly no return to his former submissive status. Prince Lucifer dismissed the offer of amnesty, and chose instead to attempt the conquest of Edom, even knowing that the price of failure would be exile.

And, in the final analysis, the Insurrection accomplished all it was intended to. It provided a cause for banishment, and the certain knowledge that they could never go home gave the Exiles a bitter pride in their new land, and the determination they needed to create a thriving kingdom even under its punishing conditions. More important, it bound Lucifer's Legions together under his sole command from the very beginning, and their common plight assured him of the unquestioning allegiance he would require in order to function effectively as their new King.

The Exile, therefore, was not an act of retaliation on the part of a King unable to prevent insurrection within His own borders. The ultimate aim of the Celestial Monarch was the establishment of an independent kingdom under its own ruler, and He accomplished this by banishing the Lucifrians under conditions which would make them resent any further attempts at interference in their affairs.

With these facts in mind, it becomes easier to understand why such a firm alliance has grown up between Hades and Edom, and why, in the light of what has been, immigration of mortal souls to the Infernal Kingdom is permitted by the Supreme King Who created them.

This history concerns itself primarily with the turbulent era which shaped the character of a kingdom and its people. In reconstructing these events, we have attempted to retain the perspective of the times they reflect. To that purpose, we have utilized as our sources documents and commentaries written during or soon after the actual events occurred. You will find, therefore, that in many cases facts which are known now but were not known then are not detailed or discussed in the earlier chapters of the History. It is generally understood that new citizens wishing more detailed information may obtain historical volumes from the Infernal Archives. A suggested reading list is given in Appendix D of this volume.

The editors would like to express their appreciation to the Celestial Archives Historical Library, for their kind assistance in providing us with information regarding events in Celestria during this period.

CHAPTER ONE

The War of Insurrection

The War of Insurrection is that action, taken by the forces of the LORD OF LIGHT against the CELESTRIAL MONARCH, which is known in Midgaard as The Revolt of the Angels.



In the year 12 AAI, at His coming-of-age, the then Prince Lucifer was awarded the Southern Lands of the Celestial Kingdom as His domain. It became evident almost from the beginning that this regency was never intended to be more than purely nominal, and continual interference on the part of the Celestial Monarch made the governorship practically non-existent.

On 9 Leo, 6 AAI, Prince Lucifer met with His Council of Nobles in LucMont, His capital in South Celestria, to formulate plans for establishing an independent monarchy. Records made at the time show conclusively that no plans were made for any military action against the Celestial Crown at these first meetings.

But on 2 Virgo, 5 AAI, the Archangel Uriel was dispatched from the North to assume command of the relatively unimportant garrison at THIRD GATE (see map).

What may have been the Celestial Monarch's original intent is unknown; however, it is certain that this action on His part touched off a core of resentment among the southern leaders. On 22 Virgo of that year, in direct defiance to an Imperial Command, Prince Lucifer accepted the title of King of the South, naming the Sargon* Mephistopheles as His Prime Minister. Petition was made by the new monarchy to return control of the outpost to its southern commander. It is not known whether the answering message was somehow lost, or if the petition was simply ignored. At any rate, it soon became evident that no action on the issue was forthcoming from the Crown.

*Lord.

The first military action was taken almost a year later when, on 25 Leo, Sar Mephistopheles was sent southwards to recapture the outpost at Third Gate. Command of the garrison was surrendered without overt hostilities by either army.

The first year of the War saw very little real action on either side. Prince Lucifer was primarily interested in securing His own territory, and it seemed that the Celestial Monarch would offer no more than a token opposition. Further, the civilian populations of neither side were interested in a major military conflict, and reports from the North indicated that popular opinion was tolerant of the aims of their brothers to the south.

Then, on 15 Libra, 3 AAI, the Celestial Monarch issued a Decree commanding the Army of Light to lay down its arms and cease all resistance. At the same time, His commander-in-chief, the Archangel Michael, swept down into Apollonia in what was intended to be the beginning of a march straight across southern territory.

The rest is history. The Lucifrian Command immediately mobilized to meet the challenge, and by the end of Scorpio of the same year, their western provinces had been effectively cleared of invaders. The resounding victories of Prince Lucifer's forces in Elysia served notice to the North that here was a force to be reckoned with, and after the second battle of the Elysian Fields (see chart), recruiting began in earnest in northern Celestria.

Prince Lucifer, however, had abandoned His defensive war, and was on the move. Records of decisions made by Lucifrian commanders at the time show that the factors of victory in Elysia and the massing of Celestial troops combined to force the Insurrection proper. The Lucifrian Command realized that merely stabilizing control of their own territory would at best result in a stalemate, and so they began a lightning march northward, with its first object to carry the war into Celestial territory, and its final object a decisive defeat of the Celestial army.

The success or failure of the New Monarchy in gaining its victory had to depend largely on brilliant leadership and the high morale of the populace, for the Established Monarchy had a vast preponderance of manpower and economic resources. It is generally believed that, in the latter stages of the War, the forces of the Lord of Light were less than half the size of the Celestial Army.

At the Battle of Thordon, however, the two armies were about evenly matched, for the Lucifrians were fully mobilized and much of the Celestial population had not yet had time to realize that the kingdom was indeed involved in a full-scale civil war. Unable to contain the rebel forces in Valhalla, the Celestial Command fell back on their main body of freshly-recruited troops just outside their capital at PETERSGATES, while Lucifer's army continued its advance northward. It was at this time that the Celestial Monarch chose to Decree the Writ of Banishment,* and it was this, plus the aspect of battle on their own soil, which served to awaken Celestials to the fact that here was war in earnest.

Hoping to draw the Lucifrian Army out of northern territory, the Celestial

*See under: HISTORIC DOCUMENTS.

Command began sorties into the southern provinces. But Prince Lucifer's army was too small to be able to conduct both offensive and defensive maneuvers, and so the decision was made to concentrate all available field forces in a massive attack.

The planned outcome of the northern campaign was to utilize the same type of pincer movement on the Celestial capital which had been successful in driving Michael's forces out of Apollonia and Andancia. By this time, too, the Rebel Command had determined that the defeat of the Celestial Army would not be sufficient, and that only the total overthrow of the Celestial Crown would constitute victory. The Lucifrian Army advanced as far north as Sylvance, scattering all opposition along the way, and met the main body of the Celestial Command at Primaveraancia on 17 Taurus, 3 AAI, in a cataclysmic clash that lasted four days and three nights.

The Celestial Army paid heavily for its victory in Sylvance, but the Lucifrian Command was simply not large enough to absorb even its lesser losses. From then on, the Army of Light was forced into a steady, if stubbornly defended, retreat. The War was far from over, but even the most optimistic of Lucifrian commanders were aware of what outcome was inevitable.

Prince Lucifer's surrender to Michael at Fair Valley, on 26 Leo, 1 AAI, marked the end of the major military conflict. During the next few months, the Celestial forces occupied the southern kingdom and all soldiers and sympathizers of the Insurrection were gathered in for banishment under the Writ proclaimed by the Celestial King on 1 Taurus, 3 AAI.

MAJOR BATTLES OF THE WAR OF INSURRECTION

DATE	BATTLE	MILITARY COMMANDERS		RESULTS
		CELESTIAL	INFERNAL	
5 AAI 25 Leo	THIRD GATE (Arcadia)	URIEL	MEPHISTO	The first engagement of the War. Celestial garrison surrendered.
4 AAI 19 Pisces	First battle of FIELDS (Elysia)	CHAMUEL	LUCIFER	Victory in the War's first major engagement gave the Lucifrians control of Elysia.
3 AAI 15 Libra	GATES 7 & 9 (Apollonia)	MICHAEL	BAALZEVUV	Following the FIRST DECREE, seizure of the Gates broke the Lucifrian Line in Apollonia and opened Andancia to Celestial troops.

MAJOR BATTLES OF THE WAR OF INSURRECTION (continued)

DATE	BATTLE	MILITARY COMMANDERS CELESTRIAL INFERNAL		RESULTS
9 Scorpio	SHERANA (Andancia)	MICHAEL & GABRIEL	ASTAROTH	Lucifrian forces failed to prevent Celestial move south into Andancia after seizure of Gates 7 & 9.
23 Scorpio	TIGRIS (Andancia & Apollonia)	MICHAEL & GABRIEL	RANAEGIR, APOISAH, & MIDGARD- SORMEN	In a single concentrated effort, Gates 7 & 9 were recaptured by river forces, while air and land troops forced Michael's retreat to the northwest, leaving the two provinces clear of invaders.
6-7 Sagittarius	GOLDEN ROADS (Elysia)	JOHIEL	LEVIATHON	First major sea battle of the War. No conclusive results.
12-18 Aquarius	SEVEN DAYS (Elysia)	RAPHAEL	LUCIFER	In a series of five battles, Lucifer and Dagon forced the Celestial Army away from the new capital of LucMont.
29-30 Aries	Second FIELDS (Elysia)	URIEL	LUCIFER	Retreat of Celestial forces left Elysia clear of invaders.
1 Taurus	THORDON (Valhalla)	RAPHAEL	LUCIFER	Victory for neither side, but the results forced His Celestial Majesty to issue the Writ of Banishment.
8 Gemini	PALLAS (Apollonia)	GABRIEL	ASTAROTH	Despite some success, the Lucifrian forces retreated into Andancia, leaving Apollonia under Celestial control.
13 Leo	WARRIOR'S REST (Elysia)	CHAMUEL	MEPHISTO	Celestial drive on LucMont halted by a stubborn defense.
31 Leo- 1 Virgo (2 AAI)	SERAHBINDT (Andancia)	RAPHAEL	ASTAROTH	Although initially victorious, Lucifrian forces lost half of Andancia to Celestial Troops.
2 AAI 1 Virgo	— —	— —	— —	Final Decree of the Writ of Banishment issued by the Celestial King.
2-5 Capricorn	ARROWWELD (Elysia)	RAPHAEL	MEPHISTO	Repulse of Celestial drive to capture city of LucMont.

MAJOR BATTLES OF THE WAR OF INSURRECTION (continued)

DATE	BATTLE	MILITARY COMMANDERS CELESTRIAL	INFERNAL	RESULTS
19 Cap.- 4 Pisces	CLOUD CITY (Canaan)	MICHAEL	SET	Celestial victory split the Lucifrian states in half and gave the North control of the Yarden River.
17-21 Taurus	PRIMA- VERANCIA (Sylvance)	MICHAEL	LUCIFER	Farthest advance north by Lucifer's forces. His repulse marked the turning point of the War.
19-20 Gemini	CHANTES (Andancia)	RAPHAEL	DAGON	Victorious Lucifrians besiege Celestial army in Muselica.
23-25 Cancer	MUSELICA (Andancia)	MICHAEL	ASTAROTH	End of Siege: Lucifrian forces lost Andancia and were driven back into Jovinia.
1 AAI 5-19 Sagit.	HUNTING- GROUNDS (Elysia)	MICHAEL	LUCIFER	Despite temporary Lucifrian successes, Michael advanced toward LucMont.
14-17 Capricorn	ACHILLES- STAT (Elysia)	MICHAEL	MEPHISTO	Beginning of the final siege of the Lucifrian capital of LucMont.
5 Aquarius	BLUE WATERS BAY (Wækan)	JOHIEL	DEMOGORGON	Lucifrian fleet destroyed in the largest naval action of the War.
2 Pisces	OCEANA (Jovinia)	ZADKIEL	DAGON	The beginning of Zadkiel's devastating march through Jovinia.
19 Taurus	FAIR RIVER (Elysia)	GABRIEL	LEVIATHON	Gabriel's cavalry finally cleared the Fair River Valley of all Lucifrian forces.
15-16 Gemini	HARPVILLA (Andancia)	ZADKIEL	DAGON	Celestial forces effectively destroyed the remnants of the Lucifrian army in the west.
2 Cancer	ACHILLES- STAT (Elysia)	MICHAEL	MEPHISTO	Last Lucifrian retreat left LucMont to the Celestial forces.
26 Leo	FAIR VALLEY (Elysia)	MICHAEL	LUCIFER	Not a battle, not the war's final encounter, but Lucifer's surrender to Michael formally ended the War of Insurrection.

CHAPTER TWO

The New World

CHAOS lies south of Celestria, beyond the Cimmerian Ways. Until the arrival of the Lucifrian Angels, little was known about it, and it had never been charted. Under the provisions of the Writ of Banishment, the Exiles were permitted to develop this land as they saw fit.



he Land of Chaos, uninhabited by Celestials for thousands of years, was bleak and desolate. With the exception of a casual investigation by several Celestial scouts more than a millennium before the Insurrection, this land, considered inviable, was left undisturbed. It was to this vast and forbidding wasteland that Prince Lucifer and His followers were sent in the Year of Our Emperor, One.

After a brief period of aimless exploration, the first settlement was experimentally established beside a dank but potable river which the Emperor Lucifer somewhat sardonically renamed The Styx.* A fortress was built, the iron gate to which eventually became the main entrance to the Kingdom.

The new land did not welcome its settlers. Most crops were rejected by its soil: many of those that grew were transformed from nourishing foods into vile and loathsome poisons. The countryside rebelled against those who tried to subdue it, and the tiny colony was beset by natural disasters. In face of this, there were many who cried out that the land was cursed, and their venture foredoomed.

It was then that the Emperor proved Himself a leader in peace as well as in war. His hand went first to the instruments which pushed back the wilderness, and His voice urged the others to follow Him. Although Chaos was uninviting and often malign, it proved no match for the determination of the Prince of Angels, and the new settlement in time flourished. As methods were found to cope with the environment, other settlements were slowly established, and mapping expeditions were sent out to explore the far reaches of the territory.

*The settlement was Styxvilla, officially named on 16 Libra, 1 AI.

By the year 94 AI, the settlements stretched thinly from the Styx Gate to Pandemonia, and most of the remaining arable land had been charted. Reports sent back to the capital at Styxvilla began to be correlated, and the nature of the new land was slowly revealed.

HADES is divided into two distinctly different regions. The most favorable section is that of the highland plateaus, with their milder* climates and greater accessibility. While they are not particularly rich in natural resources, there is more water, including rivers deep enough to serve as transport waterways; and the rocky soil which made farming problematical proved eminently suitable for the building of cities. Once subdued, the Hadial Levels lent themselves naturally to settlement.

Too, the territory was not unaccustomed to supporting life. From the first years of settlement, the Lucifrians had seen evidence that other intelligences existed in the high lands. Although contact with the land's original inhabitants would not be made for more than a century and a half after the first settlement was established, their influence was felt, and their benign interest proved a great aid to the struggling colonists.†

Below the Levels stretched the bleak area of true wilderness which has since become known as the Pits. Here were found conditions almost the exact reverse of those in the high lands. The Pits are rich in natural resources of an almost unlimited variety, but they also comprise a phantasmagorical topography and a range of climates that are extreme with a vengeance. In the beginning, the Pits were thought to be impenetrable, particularly to a kingdom which simply lacked the populations to explore them; even though parts of their upper regions were eventually opened up, the Lower Pits proved to be completely inaccessible during the first three hundred years of settlement in the new land. While their resources were unquestionably desirable, there was no realistic possibility of successfully exploiting them, and so for many years the Pits remained almost empty, with the exception of those first Infernal scouts who were willing to brave their dangers for the sake of the potential value they offered.

The colonial government, also, remained in the Levels. The first, informal parliaments met at Styxvilla, in the sturdy but unimposing structure which had been blithely dubbed LucMont Palace.†† Representatives reported in from all parts of the new kingdom, and the government quickly took on its important role as a hub of communications and information dispersal which served to unite the widely scattered villages.

By 94 AI, also, a *modus vivendi* had been worked out between the two immortal kingdoms. Celestials were, for the most part, enthusiastic in their support of the budding colonies, finding in them a solution for the placement of undesirable or

*Milder, that is, in relation to the hinterlands. Newcomers to Hades often experience great difficulty in adjusting to the climate.

†qv *The Huaca*. See chapter on Bimini. TOUR GUIDE.

††See under: HISTORIC STRUCTURES.

dissatisfied souls, potentially a market for Empire goods, and a source of new and interesting types of raw materials and agricultural products. While the new kingdom was not ever considered by its settlers to be an outpost of the Old Realm, the two were bound together by their common heritage, language, and laws. Relations between the Lucifrian Kingdom and the Celestial still contained a certain amount of unease, but there was commerce profitable to both sides, and for a long time the areas of disagreement were ignored.

CHAPTER THREE

The War of Independence

It is not generally known that two wars were fought between Celestria proper and the Legions of the Lord of Light. The distinguishing factor of the War of Independence was that, in this case, the Celestial Monarch stood clear of the confrontation, allowing both sides to settle their differences in their own way.



he uneasiness in relations between the New Realm and Celestria extended to many issues, but it revolved around one in particular which was important to both sides: immigration of souls.*

Early in the Second Century AI, an agreement had been reached between the two kingdoms concerning the placement of immigrants. Celestria determined that those souls who were considered undesirable alien† would be transferred immediately to Chaos to serve out a term of indenture and/or correction. Chaos accepted these persons, not without qualms, as a source of labor which would aid them in developing the Upper Pits. But the situation was not entirely satisfactory from the Lucifrian viewpoint. For one thing, this new labor was only temporary; the souls could be—and in many cases were—recalled to Edom after serving out a “sentence” in a manner which was satisfactory to Celestria but unclear to their Lucifrian guardians. The turnover was too rapid: Chaos needed permanent immigrants and was furthermore not in a position to train labor for Edom. Then, too, most of the colonial population objected to being placed in the unsavory role of jailors in a prison for maladjusted discontents.

*This situation will be discussed in greater detail under: HISTORY OF THE COURIER SERVICE.

†“sinners” (sic). As you will find, this term is not employed by either kingdom.

In light of this, the Lucifrian Parliament had requested the opportunity to negotiate with potentially good citizens, pleading the need for settlement of the Levels, first. The right was tentatively granted, and for a short while Chaos enjoyed an influx of immigrants who were attracted primarily by the opportunity to aid in colonization, in preference to the more settled life offered in the Celestial provinces.

The end of the first major settlement period, coming around 284 AI, saw the community of interest that had tied the two kingdoms together into a flourishing imperial system begin to break down. Dissention rose from two main sources. First, during the preceeding century, the Celestial Parliament had enacted a series of moralistic Acts of Trade and Immigration, designed to restrict the New Realm in its dealings with mortal souls. The Acts had been a matter of form only; now, however, Celestria prepared to enforce them. Colonial reaction was to refuse to accept any further transfer of undesirables, and to continue in its successful wooing of more solid citizens.

Secondly, ostensibly to protect the rights of souls consigned to the Pits, the Celestials decided to garrison the back country with 10,000 troops. For the Emperor, this was too reminiscent of the kind of interference which had led to civil war in the first place. He issued a formal protest against the quartering of the troops, and in the meantime commenced defensive actions. By 293 AI, the Lucifrian Kingdom had been circled by a defensive ring of strategically placed fortresses.*

The Judgement Act, passed by the Celestial Parliament in 292, required that all dealings with souls be first approved by Celestial authority, and specifically refused to recognize the validity of contracts then in use by Lucifrian couriers. This was seen by the already harrassed colonists as arbitrary, and resulted in a massive protest movement. Resistance organizations were formed, and Celestial imports were boycotted. Though the Celestial Parliament finally repealed the Act in face of this reaction, the question of soul passage remained unresolved.

To sustain the principle of Celestial authority, the Old Realm declared its right to pass final judgement on all souls, and to act as the transfer point between these souls and their final destination. Refusing to submit, Lucifrians continued to lure immigrants to the New Realm, running the Celestial blockade. Each successful arrival served to rally public opinion against the Celestials.†

*The Utgaard Line. See under: HISTORIC STRUCTURES.

†Through all of this, the Celestial Monarch remained conspicuously aloof. He did not prohibit the actions of His Parliament, but neither did He approve them, acting instead as a disinterested mediator to Whom both sides could—and often did—appeal. Finally, in response to Lucifrian arguments that there were immigrants who had chosen Chaos, He declared that so long as the souls in question received proper treatment, the question of their residence was unimportant; and that the souls had as much right to decide where that would be as did either kingdom to decide for them (The Decision Rights of Intelligence, 295 AI). His action, or lack of it, on this issue proved more helpful to Lucifrians than to Celestials and finally, goaded by their King's tacit recognition of Chaos' right to independent action, plus the success of Lucifrians in capturing the interest of potential immigrants, the Celestials took military action (see below).

Hostilities began at Styxvilla and Armageddon in Aries, 306. As the rebellion progressed, all semblance of Celestial authority in the New Realm quickly broke down. Realizing that the only solution to Celestial interference was a complete break with the Old Realm, the Independence Parliament turned quickly from vocal rebellion to military revolution and, in the Writ of Independence (13 Cancer, 305), officially proclaimed the birth of a new and independent kingdom.*

The military phase of the War of Independence lasted for six years. As before, the Lucifrian Army was hampered by inadequate financing, arms, and provisions, and faced with the superior numbers of the Celestial Command. But this time, these factors served only to prolong the War, not to decide it: the Lucifrians had the advantages of a tenacious show of union, fighting on a terrain whose nature was totally unfamiliar to their foe, and a great deal of sympathetic opinion in Celestria, plus the leadership of two generals who had experienced Celestial tactics before, and had come up with some new ways to combat them: Our Emperor Lucifer, and the Sargon Mephistopheles. These factors prevailed, and in 311 AI, the Archangel Michael's surrender at Götterdämmerung virtually ended the fighting.

By the Peace of Thordon,† negotiated by the Lords Mephistopheles and Raphael, the Lucifrians won formal recognition of what they had long considered fact: their independent status, and dominion over the territory between the Styx River and Niflheim.

*See under: HISTORIC DOCUMENTS.

†Ibid.

CHAPTER FOUR

New Beginnings

It is the fact of immortality itself which has most influenced the development of Hadial culture, for, greater than any other determinant, an immortal kingdom has TIME. Its history is studied by those who have made it; its future will be inhabited by those who now plan it. An immortal is faced with the certain knowledge not merely that he will not die, but that he cannot, and that the consequences of his present actions will be borne by himself, for all eternity, rather than some unknowable future generations. Immortality can thus be an overwhelming burden, but it is one which carries with it the promise of its own rewards.



he years immediately following the Treaty of Thordon saw the beginning of an economic boom unparalleled in Infernal History. For Hades, the Great Peace meant that time, money, and energy that had been channeled into the military could now, suddenly, be diverted into the general economy. Business and private industry were encouraged, and funds were lavishly granted to research projects. Building went forward at bewildering speed, and it soon became evident that the demand for labor would rapidly outstrip the available supply.

A short-run answer to the problem could have easily been the machine. But Infernal policy had early on decided against the use of mechanical labor even as

a stopgap solution: treaties made with Celestria guaranteed increased future immigration,* and these new citizens would also require an effectual place in society.

Further, Infernal leadership realized that development was valid only if it could remain a continual endeavor: as an accomplished fact, it would leave the future years of Hades stagnant and purposeless. For these and other reasons, it was decided that it was time to slow down.†

Following the lead of the Imperial Family, the Infernal Parliament commenced its policy of encouraging the employment of independent skilled artisans in all fields, including even those areas which had already been partially mechanized, and of offering grants to assist in the training of apprentices. The accelerated tempo of life slowed somewhat, and the Fifth Century AI saw the burgeoning of the current Hadial trend which places the highest premium on hand-crafted work.††

Peace also meant that the attention of the people could be turned inward, upon themselves. Government and private industry worked hand in hand to tie together the widely disparate sections of the populace, and the determination of these various groups and individuals to cope with the increasing stress in the social and economic fabric of the Kingdom gave rise to a period that has become known as The Age of Reform. The immediate need to make the most advantageous use of what labor force already existed focused attention on the role of the immigrant in society.

Prior to the War of Independence, the bulk of newcomers to Hades fell into two major categories: Bondservants and Convicts.* The former were originally housed in Limbus, to be hired out from there to different industries in the Levels; the Convicts were consigned to Pit Two (Purgatory), to supply the semi-permanent labor

*The Heimdall Agreement, 313 AI. See under: HISTORY OF THE COURIER SERVICE.

†" . . . the single most important resource of a nation is its people. The land does not develop itself; without skilled hands and trained minds, there is no nation. . . . In the same respect, there must always be work for those hands to do and frontiers for those minds to conquer. . . . We could remind our understandably impatient brethren that our present lack of labor also means a lack of market, and that mechanization in such a society is not only unnecessary, it is self-defeating. But there arises a question of even greater importance. . . . *What will you do when the building is done?* . . . We must preserve the concept of frontiers. If we cannot continue to grow and to change, we might as well go back where we came from (laughter). . . . Our circumstances are such that we are called upon to be a nation of prophets: we must build in the present with one eye always upon our future weal. . . . The eternal years stretch before us: speed should not be the single criterion for our growth: it is time to slow down." LUCIFER IMPERITUS: Speech before Parliament; 17 Sagittarius, 361 AI.

†Customs and practices in Hades today are outlined in Appendix C: THE IMMIGRANT'S GUIDE.

* The third category being Voluntary Immigrants, whose number increased sharply after the War. All terms applied to immigrants are more fully defined in (a) HISTORY OF THE COURIER SERVICE, and (b) The Immigrant Dispersal Act, under HISTORIC DOCUMENTS.

force needed to develop the hinterlands. In both cases, their release from service, if granted, had been on Celestrial authority, and their worth or merit as individuals, rather than as a unit labor force, was not something which their Infernal warders had had the opportunity to decide. With the Great Peace and Hades' resultant independence, however, Parliament realized that the Infernal Kingdom would have to establish its own system of judgement.

Of primary importance were the Bondservants. These were all former mortals who for a variety of reasons were judged temporarily unable to dwell in Celestria. Usually, they were individuals who had judged themselves unfit, by standards acceptable to the cultures from whence they had come, though usually inexplicable to Infernals and Celestrians alike. As indentured servants who bound themselves to a specified term of service in exchange for reparation allowance, upkeep, and training in a trade, they had supplied a large part of the unskilled labor force in the Levels. Once their term of service had been fulfilled, however, Celestria had generally claimed them. Now Hades offered these individuals the second choice of full citizenship in the Infernal Kingdom upon completion of their Contracts of Indenture. In most cases, the offer was readily accepted.

The reclaimed Bondservants, added to the quickly growing number of voluntary immigrants, promised well in terms of population estimates for the future. But even this addition to the citizen population was not sufficient: Hades needed a large nucleus population immediately. Gradually, the Kingdom turned its eye to the souls in the Pits.

Souls Convict, termed by Celestria "undesirable aliens," were and are invariably transferred to Hades. It is these persons which Midgaardians assume to be the only permanent immigrants to the Infernal Kingdom, and it is also because of them that the greatest sweep of Judgement Reform began. A word, then, on what constitutes a Convict.

There exist certain types of individuals—mortals and immortals alike—who, by reason of some impairment in their characters, goals, or chosen means of achieving goals, require restraint. There is no question here of political crimes, or of "morality": regardless of Terrestrial mores, the judgement "convict" is never made on the basis of religious persuasion. There is just the simple fact that these persons, given freedom of action, would constitute a real and present danger to their fellows, and to society as a whole.

Celestria had no facilities to deal with these, other than the expensive and totally useless solution of eternal confinement. It had been proven that imprisonment solved nothing, and, indeed, created even greater problems. It was a financial burden on the community; it pulled from the labor force responsible individuals to serve as warders; and, in the long run, rather than reform the prisoner, it degraded his guards. Celestria decided early that these individuals were not worth the burden.

But Hades had a place for them—the Pits. These formidable territories contained most of the natural riches of the Kingdom, and the small number of immortals who had chosen to defy their elements for the wealth they harbored were unable to work the land with any significant degree of success. It was not to be expected

that the Pits would attract any appreciable number of volunteer laborers, and so it was decided that the deficiency would be supplied by the Souls Convict.

In the beginning, this solution seemed eminently satisfactory on all counts. The wealth of the Pits was suddenly attainable, and it was used not only to supply long-standing needs in the Levels, but also to buy future convict labor.* Of more immediate importance, it solved the problem, for both kingdoms, of what to do with proven troublemakers. There was no need for warders in these territories; the Pits themselves were sufficient guardians. In those violent climates souls clung together for what comfort they could draw from each others' presence—and no one, soul or angel, ever ventured into that fastness alone. The Pit Guardians, all of them denizens who had first explored the hinterlands, served primarily in the capacity of supervisors, making certain that the necessary work was properly done.

The Age of Reform saw sweeping changes in Infernal policy toward Pit inhabitants. First, Pit Guardians had been reporting many cases of individuals whom they felt had been wrongly confined. During the unsettled period prior to and during the War of Independence, these reports had been, of necessity, shuttled aside; now, however, they were being investigated. Many Infernals argued that a soul who could be fairly judged "unsuitable" for Celestria might still not necessarily be a Soul Convict, for the type of citizen Hades needed was vastly different in character and orientation from the type who could fit comfortably into the Celestial scheme of living.

Secondly, there was the undeniable fact that even Celestria had been able, before the War, to reclaim souls from the Pits. Here, then, was the possibility that something in the work conditions, the period of penal servitude, or in some aspect of the Pits themselves could produce a change in the character of the souls confined there. Hades realized that expediency demanded not merely a place to put the Souls Convict, but a means to make them potential citizens, and especially to bring out whatever talents or skills they might possess. It was recommended that a system of rejudgement and corrective training be established for the Pits; the Infernal Parliament responded by setting up the Purgatory Courts of Appeals.

With the establishment of the Appeals Courts, many judgements began to be reversed; many others came up for review. Any convict who showed initiative or improvement could be transferred, on the recommendation of his Pit Guardian, to the training schools in Purgatory, where he had an opportunity to prove his ability to integrate himself into normal society. Release for a proven convict was always conditional; no convict could ever be released to Celestria, and any backsliding resulted in immediate return to the Lower Pits. But the opportunity existed, and the knowledge that at least a conditional citizenship in the Levels was available to any who earned it proved a highly motivating factor for many of the Souls Convict.†

By 500 AI, government agencies had been set up to deal effectively with the influx of new immigrants, and to aid many of those who had come earlier. The

*See: "Soul for Services Contracts": HISTORY OF THE COURIER SERVICE.

†Here again, TIME was the important factor. An individual confined in a mortal prison can be an old man on his release: in an immortal kingdom, the ex-prisoner has time to completely begin a new life no matter how long he has been confined.

Immigrant Dispersal Act of 487 AI was the first of many steps taken to insure the rights of Infernals of all strata, and to establish the status of incoming souls.* Under its provisions, a system of civic courts was established, whose function was to deal exclusively with the rights of citizens. The Hades Judgement Courts, completely divorced in terms of attitude and jurisdiction from the regular court system of the Kingdom, are authorized by law to totally disregard any prior judgement made by Celestial Law or by Midgaardian mores where such action is deemed advisable.

During that same period, many immigrant aid societies were formed, primarily under the direction of long-established immigrants themselves. These societies were not government agencies, but primarily self-help organizations, though they had the full cooperation of such government agencies as the Ministry of Immigrant Absorption.

It is generally agreed that the single greatest achievement of the Age of Reform was the lasting effect it had on the philosophy of individual potential. From that period in Hadial history onward, the first consideration of any overall plan for development or change was that it must insure a satisfactory place in society for every type of future immigrant who might come to the Kingdom, as well as a continual source of employment for those Infernals it affected.

A secondary achievement, but one of no less importance, was the establishment of the mode of growth for the Kingdom. The efforts of the Emperor and His Prime Minister to regulate the tempo of change proved effective, and by 586 AI, the quietly imposed slowdown on rapid production began to show positive results. As the Kingdom entered the Seventh Century AI, a satisfactory scheme of progress had been worked out, so that there was struck a happy balance between established society and the never-ending possibility of new ventures and new frontiers.

*The IDA formally defined for the first time the separate categories of *Denizen*, *Citizen*, *Bondservant*, and *Convict*. See under: HISTORIC DOCUMENTS.

II. INFERNAL SYMBOLS

A. HISTORY OF THE BANNER:



The Celestial Banner

For the first seven years of reign in South Celestria, the Lucifrians shared Celestria's banner: the golden six-pointed star, symbol of domestic harmony, within the circle of unity, on a royal blue field.

When, on 22 Virgo, 5 AAI, Lucifer was proclaimed King of the South, His Legions adopted another symbol, first named the Fire Star, and later, the Insurrection Banner. The Banner was nothing more than the Celestial flag modified to a five-pointed

star on a fire-red field. The removal of one arm of the star was intended to show that the vaunted Celestial unity no longer existed, but it is an inescapable fact that the symbol thus formed was originally the shorthand ideogram for war. The emblem signified the unity under which the Lucifrians followed their chosen Prince, and declared their willingness to fight for their independence.

The Insurrection Banner followed the Legions into exile, though it was seldom displayed as a national flag. During the first years of settlement, no great attention was given to designing a national banner, although several different flags came into use for various occasions. Foremost among these was the Fire Crown, which first flew over LucMont Palace as a sign that Parliament was in session, and which has since become the emblem of Infernal Level Seven.*



The Insurrection Banner

On 4 Gemini, 306, one year after the publication

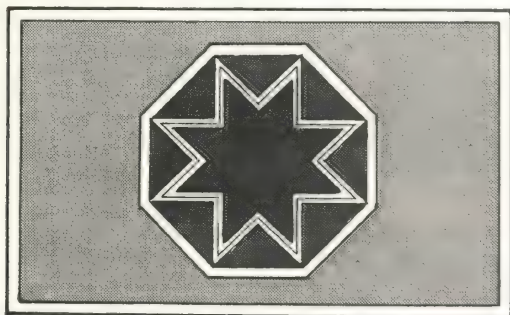
*Pandemonia, the seat of the Infernal Government.

of the Writ of Independence, the following entry was made in the journal of the Independence Parliament:

"Resolved that the Banner of this Independent Infernal Kingdom shall be made of the Sunburst Star, representing the Sign of Lucifer, Lord of Light: it shall be enclosed in the Octagon, sign of the Eight evident worlds and the One which is hidden.* Further, the Star of Morning shall be of gold on a field of sky-blue, enclosing the red colour of Insurrection."

The Sunburst Star copies the monogram of the Emperor as it appeared on the Writ of Independence.

Several variations of the Banner were created, including one which added the Imperial Crown motif which now appears on crown note certificates. But the STAR OF MORNING was finally approved in 381 AI by the Emperor, and and remains the National Banner to this day.



The Star of Morning

*The principle of the Ninth, or Hidden World, is one which prevails throughout Hades, and comes closer to being a religious philosophy than any other system of thought. Most significant actions or forms are described in terms of the Eight plus One. See also; Temple of the Nine Worlds, under KAF (Infernal Level Nine).

B. THE INFERNAL ANTHEM:



ringing clarion call, a majestic march, and the thunder of drums—all combine to herald the advent of Lucifer, Lord of Light, Star of Morning.

The Anthem begins with the traditional Call to Arms, followed by the Reply Ready. The two Calls were originally part of a recognition code used by Infernal resistance organizations just prior to the War of Independence.

When Lucifer took formal command of His Legions in the first major battle of the War, He ordered His heralds to sound the Call to Arms; the Reply Ready answered instantly from all battalions then on the field. From then on, the Clarion Calls served to sound the charge in all the battles of the War.

It was Infernal Arch-Commander Loki who supplied the Anthem itself. Inspired by the figure of Lucifer as He appeared at the head of His victorious Legions at *Götterdämmerung*, Loki set down the first measures of the Processional, and later added several other majestic movements.* The stirring air was first performed in toto on 19 Aries, 312, as part of the Recognition Procession: Lucifer's first formal appearance as supreme ruler of the newly independent kingdom.

Recognizing it as a martial music suitable to the temper of the times, the Emperor adopted it as a standard part of the Royal Progression, and Parliament later proclaimed it the National Anthem on 13 Cancer, 317.

*The Anthem includes separate themes for the various branches of the military. The Cavalry Theme is invariably performed, as these mounted brigades were under the Emperor's personal command.

THE INFERNAL ANTHEM:

Trumpets & Drums
Allegro

The "Call to Arms" The "Reply Ready" Processional—Theme I

Processional—Theme II

Trumpets & Drums (bass)
Allegro

Trumpets & Drums
Allegro

Cavalry Theme

C. THE STATE BIRD: THE PHOENIX:

The Golden Phoenix was adopted as the Infernal State Bird in 943 AI.

The symbol of immortality and rebirth, this beautiful bird is the only one of its kind. Each of its incarnations lasts roughly 500 years, at the end of which time it builds in the Tree of the Universe an intricate nest of spices and herbs. There it sings a melodic lament, and beats its wings to set the nest afire, burning itself to ashes. From this blaze it comes forth a new life, to repeat the former one. Before it "dies," the old Phoenix inscribes on parchment, using its bill as a pen, the history of its life-span, and a record of all it has observed.



Reborn of fire and of light, the Golden Phoenix is an apt symbol of the Infernal Kingdom.

Though its liquid voice may be heard at intervals in various parts of the Realm, this restless historian of the Land of Hades does not remain for any length of time in one place, except when it is undergoing its transformation. The first such rebirth witnessed by Infernals took place in 443 AI, at which time the Phoenix deliberately delivered its parchment into the Emperor's hands before committing itself to the flames.

It took Infernal cryptographers some time to decipher the ancient script,* but the exacting task proved well worth the effort. The First Phoenix had been reborn some fifty-seven years before the Exile,†and its record of that nebulous period provided many answers to questions about the land's original inhabitants. The parchment also indicated that the seldom seen but often evident intelligences of the land were not displeased with its new settlers, and further contained an impressively unbiased account of the nearly four and a half centuries of Infernal occupation.

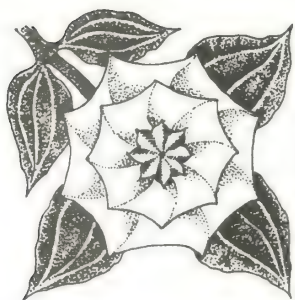
The Parchment had provided information about the length of the Phoenix Cycle, and when, in 943, the Second Phoenix prepared its nest, its presence was met with full court ceremony. The Emperor had learned the language of the manuscript for the occasion, and, using the stately and elegant phraseology of the ancient tongue, proclaimed the intent of Infernals to adopt the name given by the original inhabitants to the land which they now both occupied. The Infernal Kingdom has been called HADES since that time.

The Day of the Phoenix, coming at the end of each 500 year cycle, is a national holiday. The Phoenix Parchments are bi-millennially placed in the Infernal Archives.

*See Appendix A: ALPHABETS.

†Exhaustive investigation has failed to turn up parchments written in previous cycles.

D. THE STATE TREE: THE SAR YGGDRASSIL:



Deep-rooted in the historic tradition of Hades, the "Tree of the Universe" is at once the embodiment of the spiritual strength and sense of unity which prevails throughout the land, and the living symbol of Independence.

The Yggdrassil is a variety of ash tree. It lives in the center of Hades, and its three roots reach out to embrace all parts of the Kingdom. The first root extends to Asgaard,* terminating near the Well Urtharbrum. Here also dwell the beings called Norns, the northern guardians of the Tree, who use the waters of Urtharbrum to preserve the Yggdrassil from decay.

The second root extends to Jotunnheim. Here lies the well Mimir, called the Source of All Wisdom, whose waters can impart knowledge of the Land of Hades and its environs. The root ends within the Well: it is unclear whether the waters take on their special qualities from this contact with the Tree, or if the Yggdrassil draws its powers from the Well. Mimir, containing the power of understanding, is guarded by a people called Elves.

The third root extends to Niflheim and the well Hvergelmir, from which flow twelve rivers. There it is guarded by the giant Nidhogge.†

The Tree itself is cared for by the Ymir, who have tended the Tree of the Universe from the beginning of all time. All that is known for certain about the Ymir is that they are the oldest intelligences of Hades, and that all other peoples of the Tree, including the Elves and the Norns, are offspring of this ancient race. It is possible that the Ymir planted the Tree, but it is just as possible that they are co-

*Infernal Level One. See TOUR GUIDE for map of Hades.

†Or, Nidhogge. The gigantic serpent was originally the only living intelligence in the Lower Pits: he is now the legal Guardian of Pit Nine.

existent with it. Infernals first called them Dryads,* believing that their lives were linked to the Yggdrassil: neither they nor the Tree have ever bothered to confirm or deny the legend. The Ymir are something of a mystery in Hades: they appear when needed, and no one knows where they dwell between times. The Yggdrassil will allow no others to attend to its personal needs.

The Tree is a sentient being, and is known to Hadials and Infernals alike as The Guardian. From the beginning of settlement, the Tree also adopted the cause of Infernal liberty as part of its province.† It was the Yggdrassil who, during the War of Independence, showed Lucifer the way to Mimir, where He learned the secret of the Fires, and their use in re-forging the Sword of Flame.†† And it was Yggdrassil, also, who sheltered Astarte and the infant Prince when Celestial forces would have taken them captive. Its services to our land have been innumerable, and, in gratitude, the Emperor conferred upon it the Stellar title *Sargon*, and each decade makes pilgrimage to the three term sites of its roots.

YGGDRASSIL stands in what is now Pandemonia, in the center of the city which has literally grown up around it. Its bloom, the DIAMOND STAR, is the official State Flower (see illustration, above).



*Dryadov: "People of the Tree."

†It is not known why the Hadials decided for the Lucifrians as settlers and against the Celestials as invaders, but their aid and encouragement proved invaluable from the first years of settlement. Best-known work of the subject is *The Living Land*, by A.L. Bagdassarian, Harahel.

††The designation "Infernal" dates from this time. Until then, the Legions called themselves "Lucifrians." See also: *Sword of Flame: HISTORIC STRUCTURES*.

INFORMATION ON THE TWO PRECEDING SECTIONS FROM: *THE PHOENIX PAPERS*,
INFERNAL ARCHIVES, DYONESIA, LEVEL THREE.

III. THE HISTORY OF THE COURIER SERVICE

"The function of the Courier Service is to aid and encourage immigration of souls to Hades."



he Infernal Kingdom Courier Service began as a tenuous underground organization just prior to the War of Independence. It originated in response to the Kingdom's desperate need for immigration, and grew from a minor branch of the military into one of the most important arms of the Infernal Government.

A. BACKGROUND

Although the distribution of mortal souls was one of the major causes of the War of Independence, immigration itself was not new to either Lucifrians or Celestials. Mortal kingdoms were being created even before Prince Lucifer began His reign in South Celestria, and the arrival of these new intelligences was an accepted fact in Edom long before the Exile.

The banishment to Chaos of the Legions of the Lord of Light cut the already limited population of Edom almost in half, and, accordingly, the Celestial King abruptly increased the number of mortal kingdoms in the Creation. In the beginning, all souls continued to come directly to Edom: the Lucifrians were too preoccupied with the attempt to force a livelihood from Chaos to even remember

the immigrants, and it occurred to no one in Celestria to remind them of this valuable resource.

But the larger number of mortal kingdoms in existence had its disadvantages, too, for Edom found it impossible to efficiently monitor all of Midgaard. As a result, immigrants began arriving for whom no place could be made in the Old Realm. Not all of these were what would later be termed "Souls Convict"—most, in fact, were simply individuals who were very different in character and orientation than either Celestials or previous immigrants. Many of them were profoundly unhappy in the gentle, orderly, non-competitive atmosphere of Edom, and, being more aggressive in nature, they turned their unhappiness outward, toward their new home.

By stretching the provisions of the Writ of Banishment, the Celestials contrived to get rid of these troublesome newcomers by shipping them off to the colonies in Chaos. The first reaction of the settlers was surprise at the curious beneficence of Celestria, but that surprise quickly faded to ironic suspicion of the motives behind the "gift," once the obvious maladjustment of so many of the new immigrants was revealed. Still, the colonists realized that immigration could be the answer to many of their problems, and so provision was made for the new arrivals.

Even this doubtful burst of generosity was conditional, however; Edom made it clear that some of the immigrants would be temporary labor only, and the settlers were instructed to treat these souls with special consideration. The Lucifrians shrugged at this, but obligingly divided the new labor force between the Levels and the Pits.

Although the problems of settlement in Chaos tended to obscure the nature of these new charges, individual mortal souls began to make themselves noticed. Many of the temporary laborers* adjusted very rapidly to conditions in the Levels, and proved their capacity for the hard work involved in building a new kingdom. Some of the transients showed a marked preference for the formidable but exhilarating competition with the land, and the Lucifrians found it intriguing to realize that the races of Midgaard contained individuals, like themselves, who preferred to battle for existence. Here then was the possibility that the colonies might be able to attract—and retain—dedicated, resourceful citizens, instead of being limited to the maladjusted discontents who served as forced labor in the Pits.

B. THE FIRST AMBASSADORS

Accordingly, the colonies requested permission to interview souls in Edom for potentially permanent citizens. Permission was tentatively granted, on three conditions. First, Chaos must continue to accept all souls designated by Celestria as "undesirable aliens." Second, Lucifrian ambassadors must not attempt to enlist any souls except those who were sent to them to be interviewed. Though this meant that the colonies would continue to be saddled with individuals that they, too, con-

*Bondservants.

sidered largely undesirable, being in Edom when the immigrants first arrived would enable their ambassadors to get an overall view of the type of individuals the mortal kingdoms were now producing. The third condition proved, in the long run, to be the cause of more trouble than it was intended to prevent, for the colonists had to agree to permit Celestial observers to monitor the treatment of souls in Chaos.*

The first visit to Edom after the Exile was a revelation. No report had reached Chaos of the many new worlds then being created, and the Lucifrians realized that immigration from these mortal kingdoms could reach astronomical proportions. Further, reports sent back by their carefully selected ambassadors made it evident that Chaos had been given a highly disproportionate view of the nature of Midgardians: most souls appeared to be hard-working and adaptable, and the colonies were getting the dregs.

The Lucifrian Parliament immediately sent a carefully worded request that their ambassadors be permitted a wider range of operations. The petition pointed out that the colonies required a different type of citizen than did the Old Realm, and that therefore the colonies' gain would not necessarily be Celestria's loss. Celestria tentatively agreed to a more open policy, reserving the right to limit it as they saw fit.

As the Lucifrians had anticipated, their ambassadors' descriptions of life in Chaos did not appeal to everyone—but the number of souls who opted for the more challenging existence offered by the New Realm was still larger than Celestria was prepared to tolerate. Ignoring the fact that most souls seemed to prefer to remain where they were rather than uproot themselves again, Celestria took steps to limit the successes of Lucifrian spokesmen.

In 196 AI, the Celestial Parliament passed the first of a series of Acts of Trade and Immigration. In general, the Acts outlined three major policies. First, their Parliament required that the number of Lucifrian ambassadors be sharply decreased; second, they declared that Celestria alone had the right to decide which souls would be permitted to leave Edom; third, and most inflammatory from the colonists' viewpoint, Parliament prepared to override the decisions of the immigrants themselves, whenever they felt a particular mortal could adapt just as readily to Celestria. This last applied not only to souls then in Edom, but also to those already residing in the New Realm.

The Lucifrians prepared to protest these arbitrary decisions, but immediate action on their part proved unnecessary. Cooler heads in the Celestial Parliament prevailed, and, although the Acts stood as written, they were not at first enforced.

However, the Lucifrians did take the Acts as a warning, and began to consider alternate means of increasing immigration. In 216 AI, the same year that the last and most intensive Immigration Act was passed in Celestria, the colonial Parliament proposed the Bypass Solution, which would endow the military with certain extraordinary powers, and back them with generous financing.

*See: Introduction to The Writ of Independence, under HISTORIC DOCUMENTS.

C. THE FIRST COURIERS

The situation between the two kingdoms gradually worsened, and when, in the latter half of the Third Century AI, Celestria began to enforce the Immigration Acts, the Bypass Solution was put into effect. Under its provisions, military personnel were dispatched to the various mortal kingdoms, with instructions to either convince souls to immigrate directly to Chaos, or to capture and detour them there.

Well aware that Celestria's superior military forces made the latter alternative somewhat unrealistic, the couriers resorted to a unique—and totally unprecedented—course of action: they made personal contact with mortals *on* their home worlds. Their most useful tool was a document which later would form the basis of the standard Soul for Services Contract. In its first form, the Contract constituted sheer bribery; using funds allocated to them by the Lucifrian Parliament, couriers made extravagant gifts to mortals as proof of Lucifrian generosity, in return for a sworn guarantee that the Midgaardians would immigrate to Chaos upon termination of mortal status. In a surprising number of cases, the mere proof that what mortals termed "life after death" existed was enough to elicit a favorable response. At any rate, the Contract was sufficient insurance that, with or without military protection, some souls, at least, would never reach Edom.*

Celestria was outraged at the tactics of the Lucifrians and, in 292 AI, their Parliament passed the Judgement Acts, which stated unequivocally that Edom alone had the right to determine the placement of mortal souls. The Act also decreed that the Soul for Services Contracts were invalid, and the Celestial government formally handed Lucifrian ambassadors their papers, refusing them the right to interview any more new arrivals. Furthermore, Celestria allocated even more authority to their monitors in the colonies, declaring their right to reverse their own judgements—or a soul's decision—at will.

Lucifrian response was cynical. Their Parliament pointed out that what Celestria called "judgement" was no more than an elaborate word for "selection"—the Old Realm was in reality declaring its right to first choice of the best citizens. They informed Celestria that Chaos would take no more "undesirable aliens" without interviewing them first, and refused to surrender to Edom any immigrants already in the colonies. Finally, provoked by Celestria's indifference to their rights, the Lucifrians later made it clear that any further attempt to hinder their trade with souls or with mortal kingdoms would be considered an act of war.†

D. THE SERVICE ESTABLISHED

Behind the verbal exchange was a good deal of direct action. Celestria responded to the challenge by protecting their monitors in Chaos with well-armed

*The contractees were automatically detoured to Chaos by the Warder of the Bridge (Heimdall).

†See: Writ of Independence, under HISTORIC DOCUMENTS.

troops, and by capturing and detaining any couriers they could identify, both of which actions on their part further infuriated the colonists. The Infernals, on their part, took two major steps.

First, the experimental courier division was officially given its own organization within the ranks of the military, becoming a separate service with its own budget and special powers, but retaining the defensive backing of the armed forces. Secondly, the couriers were given an alternate contract,* along with some enterprising instructions.

The colonies had sustained large financial losses when Edom summarily revoked the Service Contracts; their couriers were therefore advised to offer no pre-immigration benefits. Instead, a mortal who signed the revised contract was agreeing to immigrate to the colonies on a trial basis, and was guaranteed the right to leave if he so chose.†

In recognition of the difficult conditions caused by the growing conflict between the two kingdoms, the instructions Parliament gave their new envoys were three-fold. Primarily, couriers were told to get signatures on the new contracts wherever possible. If a mortal expressed interest in the colonies but would not sign, he was to be given the courier's name or a recognition code, and advised that he would have difficulty entering the New Realm without one or the other.

But even a signed agreement between a courier and a mortal was insufficient, since Edom would not recognize its validity: the principle advantage of the new contract lay only in the fact that, lacking the conspicuous evidence of the liberal gifts required by the Service Contracts, Celestial monitors were unable to identify those mortals who had signed. Military aides were assigned to each courier to see that the souls arrived safely, but they were not always successful. Therefore couriers were further instructed to caution their mortal contacts against possible capture by Celestial scouts, and to recommend a procedure for them to follow in that eventuality.

Aware of Celestria's inability to deal with unruly citizens, the couriers' advice was profoundly simple: "Cause Trouble." They knew full well that any soul who made his presence unbearable in the Old Realm would be shipped to the colonies as an "undesirable alien."

The Contract Couriers were largely successful in enlisting new immigrants, but Chaos was planning for the future as well. The Third Directive was given out to a group of specially selected envoys, who were assigned to counteract Celestial propaganda, and to encourage anti-Celestial sentiment wherever possible. Their choice of method was left open: accordingly, some of the envoys relied on their own persuasive abilities, while others employed mortal spokesmen to help spread the new creeds.

Once the potential immigrants reached the Styx, the question of their admittance fell to the Keeper of the Gate.†† Souls accompanied by colonial military personnel

*Forerunner of the Special Artist's Contract. See below.

†This "escape clause" was rarely invoked, but always honored.

††Cerberus, now Lt. Governor of Asgaard.

were passed through without question. But with those arriving from Celestria, the procedure was somewhat more involved.

The general order regarding Celestial transfers stated that any souls who had either signed a contract or could produce a password were to be admitted immediately and sent to the Levels; all others were to be turned away. The rejection of "undesirable aliens" achieved its purpose—harrassment of Celestial authorities—for the Old Realm was forced to choose between reinstating these souls or leaving them homeless. Willing or not, Celestria always took them back.

The problem was that Celestria began sending guides to accompany each transfer up to the Styx Gate. Once the soul passed through, the guide left—and the souls stayed. It took a great deal of maneuvering to discover who the acceptable immigrants were, without arousing the suspicious of their Celestial guardians. When Celestria finally began to question the nature of the colonies' choice, the order went out to also accept about half of Celestria's "undesirable aliens"—and to send them, as convict labor, to the Pits. Celestial spies reported on the discriminatory treatment of these different arrivals, but were unable to determine the basis of the Lucifrians' decisions.

This complex situation might have gone on indefinitely, except that it finally proved capable of its own resolution. In 306 AI, the strained relations between the two stellar kingdoms exploded into war.

E. THE HEIMDALL DECISION

The War of Independence lasted roughly six years, and during that time the fate of literally millions of immigrants hung in the balance. Celestria could spare the couriers, but the Internals could not: accordingly the Celestial Monarch decreed that neither side would be permitted any independent action regarding the final destination of mortal souls for the duration of the War. Yet they had to go somewhere, and so the question of their passage to one kingdom or the other fell, almost by default, to the Warder of the Bridge.

Heimdall knew that, while no orders regarding the placement of souls would be forthcoming from either side, the issue of immigration was of vital importance to both kingdoms. Considering the circumstances in which he was suddenly placed, his decision was typical, in that it favored neither Chaos nor Edom. Heimdall simply divided the incoming mortal souls according to his own judgement of which destination was best-suited to each individual, and sent them on their way.

Neither kingdom was then in a position to question his judgements, or even to review them. It is not known what was the effect of the war-time arrivals in Celestria: in the Infernal Kingdom, the question of their permanent status was a problem with which the beleaguered colonists were unable to cope. Newly arrived immigrants were of no use in the military, which was, of course, receiving top priority, and there was neither the time nor the resources available to integrate them into civilian society. The only place where they could be safely detained, and even be of some service to the new kingdom, was in the Pits, whose substantial but largely untapped resources were desperately needed to finance the War. It was

during this period of domestic upheaval that most of those souls were sent to detention camps in the Pits who would later be released and reinstated as full citizens of the Infernal Kingdom.*

F. THE ISSUE RESOLVED

The Treaty of Thordon established the basis of peace between the two kingdoms, but its authors had cautiously avoided any specific commitments, and, except for some minor references to trade, the Treaty settled nothing regarding courier activities or immigration. For the time being, both kingdoms continued to operate under what had come to be known as the Heimdall Decision, and it was not until more than a year later, when they had both had the opportunity to evaluate their respective positions under an independent peace, that the Infernal Kingdom and Celestria finally met to establish a mutual settlement on immigration.

The meeting was arranged between those two leaders who were invested with the authority to make final decisions for their people: Lucifer, Emperor of Hades, and Michael, Prime Minister of Edom. When they met at the Bridge Fortress early in 313 AI, it was with the intention of creating a series of secondary treaties which would at once expand and define future relations between their two realms. But the single most influential document to come out of those historic conferences was a courier treaty called THE HEIMDALL AGREEMENT.†

The Supreme King had stipulated that any treaties which concerned immigrants must take into primary consideration the welfare of the individual souls involved, but He had laid down no specific guidelines, other than the recommendation that both kingdoms could rely on the perceptive and impartial judgements of the Warder of the Bridge. Accordingly, both Princes put aside their own priorities, and accepted the Sargon Heimdall as the mediator of the immigration treaty. This action on their part set the tone of the compact, and most of the Agreement concerns itself with an almost philosophical dissertation on variations in Midgaardian nature, and with attempts to assure each individual soul of the most suitable destination. Even more important, in the careful enumeration of their contrasting requirements, the two leaders also came to an understanding of the growing differences in their own people, and with this new insight, they were able to evolve systems of cooperation in many areas which had hitherto been notable only for their conflict.

The Heimdall Agreement attempted to match the nature of each mortal soul with the nature of the kingdom to which he would be sent. Briefly, it enumerated four general categories of immigrants.†† First mentioned were those called CLEAR SOULS. These were the potentially good citizens; individuals who would have little

*See: "The Age of Reform"; NEW BEGINNINGS.

†Signed on 6 Libra, 313 AI.

††See also: The Immigrant Dispersal Act, under HISTORIC DOCUMENTS, for these same definitions in Infernal terms.

difficulty adapting to either kingdom, though they might prefer one life style to another. According to the treaty, a Clear Soul has two important attributes: a self-established identity, and a purpose for being; which purpose, in the words of the Agreement, "does not impede or forestall the purpose of any other living being."

Second were the GUILTY SOULS, who were described as individuals who either had some minor flaw in their makeup, or who thought they had; the decision of the treaty was that they "shall be permitted" to serve out whatever term of indenture they required in order to clear their own consciences.

These two groups were fairly evenly divided between Hades and Edom, with their destination points decided on the basis of individual personality rather than general category, and arrangements were made for the establishment of embassies to serve any who might wish to be transferred.

In the last two categories, the souls involved were permanently directed to one kingdom or the other. To the wardship of Hades were given the CRIMINAL SOULS—Celestria's "undesirable aliens"—to be corrected if possible; to serve as a permanent Pit labor force if not. A criminal soul was described as "one readily willing to vent his self-dissatisfaction upon the head of another"—all were persons who could under no circumstances be allowed freedom of movement. In general, it was agreed that the more strong-willed Infernals would have less trouble in showing these souls the error of their ways.

The TROUBLED SOULS were invariably sent to Edom. The Agreement describes them, among other things, as the "gentle insane": individuals who needed the kind of sympathetic treatment which the milder Celestials were well able to give, and which Infernals were too impatient to bestow.

The treaty also made provisions for a mutual system of monitors for Midgaard, and, while recognizing the validity of contracts made by both kingdoms, outlined the terms for the stationing of couriers. Under its provisions, each kingdom has permanent representatives stationed on the BiFrost Bridge to meet and talk with new arrivals.

The Heimdall Agreement was not perfect by any means, but its flaws were due more to an inability to accurately place all variations of souls, rather than any difficulty in reaching an agreement, and the slack was generally taken up by the recognition of the Courier Contracts. Its principal importance was that it finally established a working system which proved advantageous to both immortal kingdoms, and to the incoming mortal souls.

* * * * *

THE COURIER SERVICE TODAY

The Infernal Kingdom Courier Service was gradually divorced from the military and, although it still retains many of its military characteristics, it has become a separate department within the structure of the Infernal Government.

The Department of Courier Affairs is the central co-ordinating office of the Courier Service. It establishes policy, distributes financing, and dispenses informa-

tion for the three major divisions of the Service, and is responsible for the training and placement of new personnel. It is also responsible for relaying updated information received from couriers to those agencies which deal directly with new immigrants, and for co-ordinating the activities of its divisions with other government departments and agencies. Most of its duties fall under the general jurisdiction of the Ministry of State.

The Active Courier Service, known collectively as the CITA, is actually three separate divisions: the Contract, Information, and Transport Agencies.

The Contract Agencies, of which there are two, make up the largest division of the Courier Service. Because they are independent agencies as well as government offices, and because they deal with totally different fields, their activities are supervised by a separate control operation—Courier Despatch Central—which deals only with Contract Couriers. Its chief of operations is responsible for assigning courier command posts in Midgaard, co-ordinating their activities within their respective areas of jurisdiction, and very often serving as a mediator between his temperamental couriers and government officials.

It is not an easy job. Couriers are often difficult to locate, since the nature of their work demands that they spend little time in their command posts. They are also notoriously lackadaisical when it comes to filing their reports. Office clerks—who are usually courier trainees—take care of the necessary paperwork for all divisions of the Service: this trainee period, with its endless communications releases and cross-filing, is very likely what breeds in couriers such a distaste for paperwork. No courier will write a report if he can file a verbal statement, and since most couriers avoid their offices as though they harbored a plague, even the verbal reports are not always readily available. But though the active Service force numbers in the millions, the best couriers are few and far between, and so their idiosyncrasies are generally tolerated for the sake of the missions they accomplish. Still, desk bureaucracy demands to know what is going on, and the post of Courier Operations Commander is often a hot seat. The COC usually compromises by disciplining a courier who steps too far out of line, and then defending him to any outsiders who attempt similar criticism. Couriers generally express whatever gratitude they have for his efforts by ignoring his title and calling him "Coach."

The two Contract Agencies, which supply most of the active duty couriers, both originated as privately-run organizations, and their allegiance to the Office of Courier Affairs begins and ends with the activities of those couriers. P-G-M-S is the foremost legal firm in the Kingdom. Those of its personnel who serve as couriers handle only the Soul for Services Contracts,* and they are the only couriers authorized to issue those contracts. Apollo/Athena Enterprises is an artist's agency whose organization is flamboyantly theatrical in nature. Its couriers are exclusively authorized to issue the Special Artist's Contracts.* Both firms have business

*The current contracts each serve a specific purpose. The Service Contract is, in effect, extending a "loan," which is paid back by a specified term of service in the Pits. The Artist's Contract is no more than a standard contract with an artist's agency, and is just as often signed by souls as by mortals.

dealings within the Infernal Kingdom which are completely divorced from their courier activities.

The second largest division of the active courier service operates out of the Office of Information Dispersal. Most of its original personnel were drawn from the ranks of the special envoys commissioned just prior to the War of Independence (see above: *THE SERVICE ESTABLISHED*). Its primary function is to encourage pro-Infernal sentiment in the mortal worlds, though in light of what these special envoys usually have to combat, it operates less as a propaganda ministry than as an anti-defamation league. Its secondary function is no less important, but it is one which receives as little overt publicity in Hades as does its opposite number in Celestria.

Most mortals, whether they are aware of it or not, make their "choice" between Hades and Edom before they ever leave their home worlds, and whether or not they have contact with couriers from either kingdom. As mentioned above (*THE FIRST AMBASSADORS*) Hades receives a different type of citizen than does Celestria. It is the nature of the individual which is taken into consideration when his ultimate destination is decreed, and that nature is most often shaped by the society from which he springs. The function of the OID Monitor Corps is to encourage a society to produce the type of citizen the Kingdom requires. In a less sophisticated culture, envoys will often work in the open; where the nature of a society makes this approach impractical, they work through mortal spokesmen who can be priests, prophets, reformers, writers—any individuals, in fact, who are in a position to influence or alter their times. In certain individual cases, both Celestial and Infernal Monitors function to correct mortals before they immigrate, by introducing opposition or encouragement factors which serve either to punish too overt a crime or simply to test their mettle. But usually, they are trying to get an idea across to the greatest number of mortals possible. In the case of Infernal Monitors, the message is rarely religious in nature: rather, the special envoys seek to develop in mortals a pattern of thought which will produce the kind of disciplined rebel the Infernal Kingdom attracts.

Assisting both these divisions is the Office of Transport Control, whose sole function within the Courier Service is to meet immigrants en route and convey them to Hades. Since the Great Peace, with its subsequent recognition of Infernal territorial rights, the Transport Agencies are no longer as necessary, and now they most often function as an escort or guard of honor in cases of exceptional individual immigrants.

The Department of Courier Affairs operates in close alliance with the Justice Department and the Ministry of Immigrant Absorption.

The foregoing article: "*THE COURIER SERVICE TODAY*" was condensed from the pamphlet issued annually by the Department of Courier Affairs.

IV.

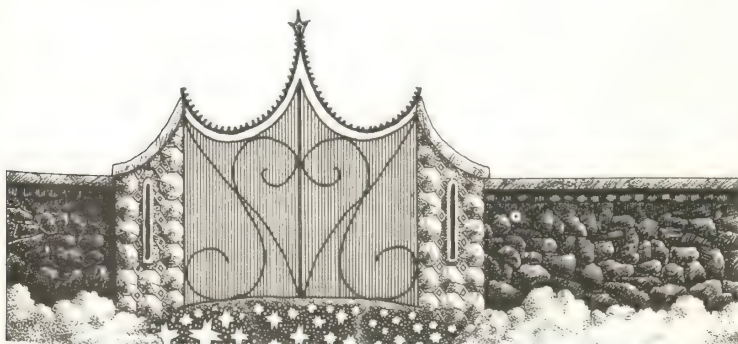
HISTORIC STRUCTURES

A. THE GATES OF STYX AND THE UTGAARD LINE.

Originally the entrance to the first fortress built on Infernal soil, the GATES OF STYX is a wrought-iron structure, rising more than 5,550 feet into the skies and standing more than 4,560 feet wide. Since the completion of the UTGAARD LINE in 293 AI, the Gates have been the only entrance to the Kingdom.

The Utgaard, or "Outer Ward," is a collective name for the defensive ring of fortresses and curtain walls which was built in response to the attempted quartering of Celestial troops just prior to the War of Independence.* Once completed, the Line encircled the entire kingdom, and the Styx Fortress, in its entirety much smaller than the Gates which has replaced it, was merged into the barricade.

*See Chapter Three of the HISTORY.



The most distinctive feature of the Utgaard Line is its construction: all but the original fortress at Styxvilla lack an outer gate (that is to say, they "face" inwards: entrance to and exit from the forts is from within Hades only). The Styx Gates is, therefore, the only means of access to or departure from the Infernal Kingdom.

The idea of creating a monumental structure on or near the site of the Styx Fortress was officially approved soon after the close of the War, but construction was not completed until 544 AI. The first proposal, endorsed by Parliament in 350, was a plan to honor the Emperor with an equestrian statue which would stand just outside the gate. However, Lucifer is believed to have objected to the expense, and the project was dropped.

In 372 AI, Parliament recommended that a monument be built to commemorate the first settlement in the Kingdom. Several different projects were considered, but no definite plan was proposed until 449, when the Emperor suggested that the cumbersome and unimposing fortress entrance be replaced by a more decorative and substantial structure. Though the idea was met with enthusiasm, little was accomplished until 492, when the Infernal Historic Society was formed, and began to organize the project. The Society's efforts brought financial contributions, as well as gifts of inscribed stone blocks for the walls beside the Gates, donated by Level and Pit organizations, and private nationals.

A design was chosen and, on 3 Cancer, 508, the cornerstone was laid. According to the Society, the original plan called for a 6,000-foot gate, rising between walls of neoclassic Stellar colonnade, replete with niches for statues of prominent Infernals and also a colossal rendition of Lucifer driving a battle chariot. Lack of sufficient funds and the expressed dislike of the Emperor for personal monuments caused considerable modification of the design.

Because the original gate and part of the Utgaard barricade would have to be torn down to make way for the new structure, the Styx Fortress was moved back across the River and reassembled just inside the Styxvilla city line.* The lateral walls of the Gates, far simpler than the colonnade originally envisioned, were completed in 540 AI. The Gates themselves were set in place late in 544, and the monument was dedicated in 545.

The walls contain two inside staircases on either side, leading to observation decks beside the Gates. From the top, there is a panoramic view of Styxvilla and the surrounding environs.

*It now serves as the Infernal Reception Center. See map of Styxvilla, Tour Guide Section.

B. LUC MONT PALACE:



ucMont Palace, an historic shrine in Styxvilla, Level One, was constructed as the first official residence of the Emperor, with wings to house the Lucifrian Parliament. It achieved its greatest recognition as the seat of government during the War of Independence. Now a national monument, it was built in 63 AI.

The first parliament met in its new building in 65 AI.* However, construction work continued, and between 110 and 113 AI the Embassy wing and the Tower, in which the Sword of Flame now hangs, were added to the original structure.

The Independence Parliament convened in the Grand Meeting Chamber on 31 Gemini, 305. Four days later, on 2 Cancer, Lucifer formally agreed to lead the Independence Army against the Celestial invaders. On 13 Cancer, 305, Lucifrian leaders, meeting in the same chamber, signed the Writ of Independence.

Styxvilla remained the seat of Infernal government for many years after the War of Independence. However, when Infernal legislators decided to shift the capital to Pandemonia, the national importance and recognition of LucMont Palace declined somewhat, and parts of the building were torn down to make way for other structures. The building's historical significance went largely unnoticed until 484, when Michael visited the Palace as a guest of the Emperor. In the Sixth Century, the Palace was recognized as a shrine of Independence. Restoration was begun, and the Chamber was opened to the public in 522.

*Parliament at this time consisted only of what is now the Court of Princes: all members being former Celestial nobles.

C. THE SWORD OF FLAME:



he Sword of Flame is an historic relic of both the Insurrection and the War of Independence. First presented to Lucifer upon His assumption of the regency of South Celestria, the Sword was returned to Him by Michael after Fair Valley, and accompanied Him to Chaos.

After His acceptance of the command of the Independence Legions in 305, the Emperor carried the Sword to Pandoria, there immersing it in the Hadial Fires from which the Infernal Kingdom takes its name. The weapon was literally reforged, taking on a hardness and luster seen in no battle sword before or since.

Later, in 306, as Celestial troops converged on Styxvilla, the Emperor first raised the Sword in battle, and it was then that the secret power of the blade was revealed. The Sword took fire, radiating a shield for its Bearer, and drawing to itself all power from weapons not Infernally charged, rendering them useless in battle.

The Sword originally cost about sixty crowns Celestial, and weighs 800 pounds. It is forty feet long from tip to pommel; fifteen feet from guard to end of pommel; fourteen feet in circumference around the guard and ten feet around the pommel; six feet across at the top of the blade and three and one half feet wide near the tip, which then abruptly narrows to a point. Since its immersion in the Fires its inscription reads: "My Blade a Torch to Herald Liberty Throughout the Land."

The Sword of Flame now hangs in the Tower Room of LucMont Palace, Styxvilla.

D. THE LUCIFER INVICTUS:

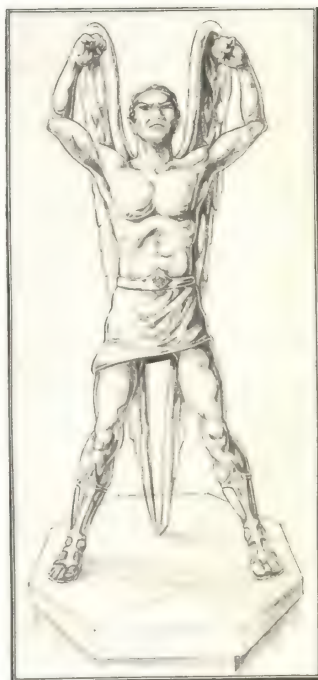
This magnificent statue, standing in the Via Invictus, Pandemonia, is the only monumental likeness of the Emperor to be found anywhere in the Infernal Kingdom.

The idea for creating the symbolic monument was originated in 485 by the

STATUE'S DIMENSIONS:

Feet Inches

Height from base to fist.....	149	1
Foundation of pedestal to fist	303	1
Heel to top of head.....	111	1
Length of hand (if unclenched).....	16	5
Index Finger.....	8	0
Circumference at second joint	3	6
Size of fingernail: 13 x 10 inches	-	-
Head from chin to cranium.....	17	3
Head thickness from ear to ear	10	0
Distance across the eye.....	2	6
Length of nose.....	4	6
Right arm, length	42	0
Right arm, greatest thickness.....	12	0
Thickness of waist.....	16	0
Circumference of waist	36	0
Width of mouth.....	3	0
Wings, length.....	151	1
Wings, width	50	0
Wings, thickness	4	0
Height of granite pedestal.....	89	0
Height of foundation.....	65	0



Weight of gold used in statue: 200,000 pounds (100 tons).

Weight of steel used in statue: 250,000 pounds (125 tons).

Total weight of statue: 450,000 pounds (225 tons).

Gold sheeting of statue is $\frac{3}{32}$ nds-inch thick.

Prime Minister, and he commissioned a newly-arrived Midgaardian sculptor* to design a commemorative statue. Presented with the sketches and plans of an artist He had Himself requested to dwell in Hades, the Emperor finally approved construction of the Invictus in 498.

The Artist, who had begun work before 498, constructed the statue of gold plates 3/32nds of an inch thick, pressured onto wooden forms and hammered into shape. Once formed, the plates were laid over a steel framework. The statue was completed in 543 AI.

On 13 Cancer, 544, the LUCIFER INVICTUS was officially dedicated by Prime Minister Mephistopheles in the Via Invictus, where it now stands.

The Via Invictus is the main thoroughfare in Pandemonia, and the statue stands at its apex, just before the left wing of the Imperial Palace. The statue itself is only slightly less than life-size.

The illustration on the preceding page is a copy of the artist's sketch from which the final design of the Invictus was created.

*No actual names or origins of any mortal souls now dwelling in Hades will be given anywhere in this edition of the book. LINV.

V.

HISTORIC DOCUMENTS

A. THE WRIT OF BANISHMENT:



On 1 Taurus, 3 AAI, the Celestial Monarch issued the Writ of Banishment, which proclaimed the exile of all rebel angels and their adherents. His Decree did not affect those inhabitants of South Celestria who had remained loyal to the Crown, but it did include any of the northern population who were in open agreement with the Insurrection.

The King described His act as a "fit and necessary war measure for suppressing" rebellion, but, in reality, it was much more than that. As subsequent events have shown, the Writ of Banishment was but one more step in the advancement of a plan conceived by His Celestial Majesty long before He gave to Prince Lucifer the wardship of South Celestria.*

By the end of 3 AAI, the Lucifrians had been in open revolt for nearly two years, and, as Prince Lucifer had already begun to realize, it would never be permitted for them to establish an independent kingdom within the boundaries of Edom. Lucifer had already begun to lead his armies into northern territory, but even though he understood full well that a major confrontation with his King was inevitable under the circumstances, he still drew back from a direct attack on the Celestial capital.

*See: Introduction to the HISTORY.

With the Insurrection progressed to this point, events needed only the Writ of Banishment to bring them to a head. For the Lucifrians, the Decree could only be viewed as the final indignity in a succession of inexplicable and unjust acts against their integrity. At the same time, even those Celestials whose attitude had been tolerant toward the aims of the Lucifrians were made to realize that "government by revolution" could not be permitted in Edom. Understandably horrified though many might be at the prospect of civil war, the northern population moved at once to the support of its King. Although the first major Celestial military victory at Primaveraancia would not occur until many months later, it was the proclamation of the Writ of Banishment which provided the real turning point of the War.

The Writ of Banishment was actually issued on two separate occasions: the Preliminary Proclamation, on 1 Taurus, which served to state the intent of the Celestial King; and the Final Decree, on 1 Virgo, which repeated the warning, and confirmed the irrevocable banishment of the Lucifrian Angels. This gave the rebel legions the traditional period of 100 days—or, three months and one day—to reconsider their position. Had they heeded the warning given on 1 Taurus, 3 AAI, there would have been no Exile.

Given below is the text of the final Decree:

BY HIS MOST SUPREME MAJESTY, JEHO-VAH,
EL, KING OF CELESTRIA: A PROCLAMATION.

BE IT KNOWN AND HERE RECORDED THAT on the First Day of Taurus, in the second year of Rebellion, a proclamation was made by the King of Celestria, concerning the following, to wit:

THAT on the First Day of Virgo following, all angels still in rebellion against this Crown shall be thence, thenceforward, and forevermore banished from this Realm, and the Imperial Government of Celestria, including the military and civilian authority thereof, shall recognize such angels as seditious aliens, and shall do such acts as will repress and deny them in any efforts they do thereafter make against the government of this Realm or for their reinstatement therein.

THAT this Crown shall, on the First Day of Virgo aforesaid, by proclamation, affirm and uphold a Decree of Banishment which shall encompass those provinces and parts of provinces, if any, in which the inhabitants thereof, respectively, shall be then in rebellion against this Realm; and the fact that any province or the inhabitants thereof shall be on that day in good faith and, in the absence of strong countervailing testimony, be represented at meeting of this Celestial Court, shall be deemed conclusive evidence that such province and the inhabitants thereof are not then in rebellion against the Realm of Celestria. Furthermore, the Decree of Banishment, should it need be issued, shall encompass all angels not within those provinces who have, by word or deed, proven that they be in sympathy with the causes and purposes of this rebellion and in opposition to the government of this Realm, and who, by the First Day of Virgo aforesaid, have not varied from their support of this rebellion nor offered their loyal services to the government and to the Crown of this Realm.

THAT inasmuch as this said rebellion constitutes a real and present danger to this Realm and to the inhabitants thereof, and that the refusal of the participants and sympathizers of said rebellion to comply with the Decree to Disarm may be considered proof of their intent to do still further injury to this Realm and to the inhabitants thereof, the full military authority of this Realm is here ordered to be gathered on or before the First Day of Virgo aforesaid, and shall on that day commence such actions as will prevent and constrain said participants and sympathizers from furthering this rebellion, for that its successful furtherance shall result in the unlawful state of government by revolution within this Celestial Kingdom.

NOW, THEREFORE, I, JEHO-VAH, EL, KING OF CELESTRIA, by virtue of the Power in me vested as Supreme Ruler, and as a fit and necessary war measure for suppressing said rebellion, do, on this First Day of Virgo, commencing the third year of rebellion against this Crown, and in accordance with my purpose to do so, publically proclaimed for the full period of one hundred days from the first day above mentioned, pronounce as final and irrevocable the special provisions of this proclamation, for that those herein designated have not so demonstrated their good faith, nor in any way shown purpose to desist from pursuing said rebellion.

AND by virtue of the Power and for the Purpose aforesaid, I hereby do order and declare that all angels being this day in state of active rebellion against this Realm are and henceforth shall be Banished; and I further designate as party to this rebellion and as included in this Decree of Banishment all those not joined in state of active rebellion who have by word or deed demonstrated their dissatisfaction with the government and conditions of this Realm,* excepting those who, having been in state of rebellion did, by petition or report, and within the period of one hundred days aforementioned, disavow all association with said rebellion and confirm their allegiance to this Realm, which excepted subjects of this Crown shall be left precisely as if this proclamation were not issued. And the Celestial government, including the military and civilian authority thereof, shall be enjoined to pursue and hasten their deportation to regions beyond the outreaches of this Realm.

AND I hereby enjoin upon the angels so declared and so designated to abstain from all further violence, in that it is now evident that such demonstrations of rebellion shall no longer further their cause; and I recommend to them that they accept said deportation and endeavor to establish their government in the new land which they shall thereto be sent.

AND I further declare and make known that shall this establishment of a New Realm of suitable condition come to pass, it shall be received into the Celestial Empire as a separate kingdom, and its ambassadors and other diplomatic officials shall be recognized and received in this Realm on missions of state and commerce.

AND upon this act of true justice, warranted by military necessity, I invoke the considerable judgement of the inhabitants of this Realm, and hereon affix my Seal.

*It was this provision under which the first souls were sent to join the Exile Angels in Chaos. It is now believed by many that the Celestial King deliberately omitted the specification "angel" in this description, so that the very vagueness of the provision could be made to include those former mortals. There can be no question that the creation of a separate—and different—kingdom was ultimately as much to the advantage of souls as it was to immortals.

B. THE WRIT OF INDEPENDENCE:



he Writ of Independence was the formal announcement which separated the New Realm of Infernia from the Old Realm of Celestria.

The first envoys from Edom did not arrive until early in the Second Century AI, and by that time the Lucifrians had undergone an alarming metamorphosis. We know now that the Celestial Monitors were genuinely distressed by what they saw in the New Realm. The Exile Angels had by this time forgotten their first morbid impressions of their new land, and, proud of their achievements in Chaos, they welcomed the opportunity to show off to someone from home. But to the visiting Celestials, the first encounter with the strange environment was a startling experience, and as they watched the settlers diffuse their legions throughout the unruly land, they became convinced that the Lucifrians were, yet a second time, rushing willfully toward their own self-destruction.

Not untypically, the Monitors assumed a protective attitude toward the settlers. Given permission to examine the situation, it was an easy step from there to try to direct it, and they did what they could to contain the new settlements in what they felt would be a safer and more governable area. But the Lucifrians felt less threatened by their environment than they did by Celestial dictums, and their tolerance grew thin under what they considered presumptuous interference in their affairs. When they realized that the settlers actually resented their well-intentioned advice, the Monitors became concerned for the welfare of the souls in their care, and accordingly reported that concern to Edom.

The Celestial Parliament, by this time already disturbed by the increasing number of immigrants that the New Realm was able to attract, readily accepted the hypothesis that souls were endangered in Chaos, and that there was reason to

fear yet another war with the willful and incomprehensible Legions of Light. Each action taken by the Lucifrians to defend their sovereignty or to bring in new immigrants only served to support the worried—but nonetheless inflammatory—reports received almost daily in Celestria, and Edom sent other envoys under orders to tighten their control of what they mistakenly considered a colonial government. The bewildered Monitors, caught in the middle, could only watch helplessly as relations between the two realms continued to deteriorate.

The quartering of Celestial troops, combined with the capture and imprisonment of Lucifrian couriers, had brought tempers in the New Realm to the boiling point. By 304 AI, the settlers were openly fighting the Celestials, and it became evident that the only alternatives for Chaos were full independence, or acceptance of Celestial domination.

On 31 Gemini, 305, the Emperor summoned His Parliament to Styxvilla, and advised them to create a central command for the disorganized units of colonial militia, which would otherwise face certain defeat. The mobilization of the Independence Legions began immediately. On 3 Cancer, the Prime Minister recommended that a writ be drawn up to make formal declaration of their intentions. The Emperor agreed to the proposal and, entrusting the task of assembling a list of provisions for the document to the Sar Mephistopheles, left, two days later, for Pandoria.* The actual draft of the Writ of Independence was written by the Emperor on His return, and completed on 12 Cancer, 305. Three copies of the Writ were made: one for the Celestial Parliament, and a separate copy to be sent to the Celestial King.†

Impetuous, without preamble, and innocent of the courteous forms and ornate embellishments so common to other documents of the time, the language of the Writ of Independence could only be described as blunt. Its short, precise phrasing demonstrated that the Lucifrians, impatient with the old forms, had even this early in their history exchanged the elegant legal terminology of Edom for a direct and forceful style that could be clearly understood. The only seeming concession to Celestial forms was in the last paragraph, where, with a typical quirk of sardonic humor, the document ended with the exact wording of the Writ of Banishment.

On 13 Cancer, 305 AI, the Lucifrian Parliament adopted the Writ of Independence without a single dissenting voice.

*See: Sword of Flame, under HISTORIC STRUCTURES.

†According to reports received even then, the Supreme Monarch, Who had favored absolute separation of Infernal and Celestial authority from the beginning, was pleased by the Writ, and took no exception to either its form or its content. The aloof impartiality of the Celestial King throughout the War must have been wildly frustrating to His subjects in Edom, but it earned Him the lasting gratitude of the hard-pressed Lucifrians and, in the end, resulted in a permanent alliance between the two kingdoms.

IN PARLIAMENT, 13 CANCER, 305 AI
BY THE LIGHT, THE SWORD, AND THE FLAME: SELAH!*

The Celestial Parliament has long labored under the misapprehension that their authority extends into this Realm, and that any actions we take to preserve our territorial integrity are of necessity a demonstration of rebellion against that authority. We feel it our duty to enlighten them as to the truth in this matter.

This Infernal Realm of Chaos is an independent kingdom. We have never been, nor are we now, an extension of the Celestial Realm. Should we choose, at some future date, to offer either our alliance to Celestria, or our allegiance to its King, that choice shall be our own, and not dictated by any foreign government.

We remind the Celestial Parliament that we did not come here under commission from them to build them colonies or extend their empire. And as once they made it known to us that we were unwelcome within the boundaries of their realm, so we now make it known to them that their presence is not desired here.

We accuse Celestria of unwarranted acts of tyranny, of deliberate attempts to undermine our lawful government, and of outright invasion of our Realm, and we herein specify the just grievances of this independent kingdom against the aggressor:

TO INTERFERE WITH OUR INTERNAL POLICY, they have sent among us agents antagonistic to our laws and customs, who grow daily in numbers and in insolence, and who attempt to claim the right of rule while conveniently forgetting its attendant obligations. With the argument that our citizens need safeguarding from their own government, these agents have afflicted us with a multitude of offices and councils, in an attempt to undermine our government and build here an extension of their own.

They have then attempted to extend their presumptuous interference into all parts of our government, for that purpose sending large bodies of troops in times of purported peace to support their meddlesome ministers and coerce our legislatures. Despite repeated petitions on our part, these armies remain here without our consent.

While guarding with military might the activities of their ministers throughout our Realm, they have attempted to forbid the training and arming of our own military, though it be an army of defense only, for that purpose summarily arresting, detaining, and otherwise harrassing our officers, impounding arms, and forbidding free passage to any wearing the uniform of this independent kingdom.

With purpose to gain control of our finances, they have attempted to tax us for the support of their undesirable institutions. This tax they commenced as a bribe, by placing a fee on the head of each immigrant who comes here, though that immigrant might be withdrawn without notice and the tax not repayed. These monies, which were to be used to the support of said immigrants, were in fact used

*Be it so; it shall be so. Imperative form of the verb "to be."

to the support of their own administrations; the actual immigrant funds being paid again by our own legislatures. When we have protested this tax, they have then compounded these injuries by making reports which accuse us of the attempt to buy souls for the purpose of making them slaves.

TO DENY US THE PRIVILEGES DUE AN INDEPENDENT KINGDOM, they have refused to accredit our ambassadors, and have disregarded the petitions which these ambassadors place before their government.

They have refused to recognize our laws regarding the movements of their ambassadors within our Realm, and at the same time denying that same free passage to our ministers and ambassadors in Celestria.

While insisting on the free passage of their own foreign agents, they have constrained and imprisoned our lawful couriers, and brought them to mock trial in Celestria.

TO RESTRICT OUR GROWTH AND LIMIT OUR POPULATION, they have forbidden our trade with Midgaard for the purpose of preventing that increase of population which is so necessary to our continued growth as a nation.

They have refused to recognize our legal contracts with mortals and with mortal souls.

They have refused to permit the passage of such souls to this Kingdom, even when such souls have themselves expressed a desire to be so transferred.

They have unjustly claimed sole right of decision of all laws pertaining to immigration.

They have refused us permission to naturalize our citizens, even removing these citizens by force to their own realm.

They have done all manner of things to restrict our internal growth, to that purpose limiting the size of cities and of buildings therein, and forestalling the settlement of certain lands within this Realm where they have determined by their own misguided judgements that such lands are unwholesome to settlers, regardless of the desire of said settlers to build thereon. Where they have been unable by legal persuasion or military coercion to prevent the building of new settlements, they have attempted to order the method of building, not permitting the advices of those who better understand the nature of the land, and thus further imperiling the lives of our citizens.

TO PREVENT DOMESTIC PEACE AND CAUSE UNREST, they have transported to our shores all manner of undesirable persons who must by their nature be constrained, and then prevented us from so constraining them.

They have negated the judgements of our courts and substituted dictums given at long-distance from Celestria.

By use of false report both in Celestria and in Midgaard, they have attempted to confuse the allegiance of our potential citizens, instructing them that this Realm is no more than a prison, and that release from said imprisonment is dependent upon unquestioning allegiance to the Celestial government.

They have threatened with all manner of dire punishment any soul who obeys the government of this Realm.

Having made by these and other means ineffectual our laws regarding those souls designated even by Celestria as incorrigible, they have declined to provide alternate guidelines for their control, thus creating a body of insurgents within our Realm but separate from our laws. They have then attempted to provoke similar

discontent among all souls who come here, thus encouraging insurrection and disobedience within our borders, and endangering the welfare of our citizens.

They have threatened with military reprisal actions taken by this government to counteract the unrest they have so provoked.

To all these injustices we have made petition for redress, and we have repeatedly warned against further acts of aggression. We have done what peaceful things we may to avoid conflict, and Celestria has answered by ignoring our petitions, crediting only the word of our detractors, and attempting to further their unwarranted jurisdiction over our affairs.

Now we speak a final warning. We grow weary of these insults, and of continued interference in our affairs. If Celestria holds the belief that our prior leniencies mean that we shall continue to submit to still further usurpations of our rightful authority, they are mistaken. We will permit no further infringements upon our hard-won freedoms. We counsel our would-be dictators to either withdraw their meddlesome interference or look to their swords, for we now pick up the gauntlet that Celestria has so carelessly thrown down. If they so desperately want war, we are prepared to give it them.

Now I, Lucio-Vah, Monarch of the Lucifrian Legions of this Fire Kingdom, do hereby declare and make known, for now and for all time, the independent status of this Realm, and I revoke all allegiances, imagined or otherwise, to the Celestial Realm. And I further make it known by this instrument that any further attempt to interfere with our internal policy or forestall our foreign trade shall be considered by this government to be an act of war.

And upon this act of true justice, warranted by military necessity, I invoke the considerable judgement of the inhabitants of this Realm, and hereon affix my Seal.



Monogram of Lucifer as it appeared on the Writ of Independence. It was undersigned by His Celestial signature. (See Appendix A: INFERNAL/CELESTRIAL ALPHABET.)

C. THE TREATY OF THORDON:



he Treaty of Thordon was a military/political statement of post-war aims and policies. Its greatest significance lay in its expressed acceptance of the equal status of both kingdoms within the Immortal Universe, and with that, it laid the groundwork for all future treaties and agreements between Hades and Edom.

The Treaty was issued on 19 Gemini, 311 AI, by the Sargon Mephistopheles, as Prime Minister of the Infernal Kingdom and personal representative of the Emperor, and the Sargon Raphael, as Ambassador for the Celestial Kingdom and its Parliament, both acting with the knowledge and preconsent of their respective governments. It is interesting to note that the Treaty's form of address acknowledges a mutual allegiance to the Supreme Monarch, and accepts His guidance as a determining factor for both realms.

The Treaty established what has come to be known as the Great Peace, for its terms and conditions have been held in sacred trust since its signing.

AT THORDON, VALHALLA: A COVENANT

WE ARE MET IN THY NAME, AND FOR THY PURPOSES: SELAH.

BE IT KNOWN AND HERE RECORDED that the Prime Minister of the Infernal Kingdom and the Sargon Raphael, representing the Celestial Kingdom, being met together, deem it right to establish certain common principles in the imperial policies of their respective kingdoms on which they base their hopes for a better future and a lasting peace.

FIRST: they believe that both kingdoms of the Immortal Universe, for realistic as well as spiritual reasons, must come to the abandonment of the use of force as a means of settling their differences;

SECOND: with the final end of the hostilities between their two kingdoms, they hope to see established a peace which will afford to all kingdoms and the inhabitants thereof a means of dwelling in safety within their own borders;

THIRD: such a peace should enable all immortals to traverse the outreaches of the Universe without let or hindrance, and provide protection for all souls who, unknowing of the Safe Ways, might therefore unwittingly stray into dangerous paths;

FOURTH: they acknowledge and respect the right of all peoples, be they immortals or otherwise, to choose the form of government under which they shall abide, and they shall endeavor to assure all peoples of such assistance as they may need to uphold that choice;

FIFTH: they agree that, though the governments of their kingdoms remain separate and inviolate, an alliance in matters of trade, commerce, and other associations of mutual benefit shall and must be here and forever between them established;

SIXTH: they will endeavor, with due respect to their existing obligations, to bring about the fullest collaboration between both kingdoms regarding such matters as diplomatic communications, territorial integrity, and the welfare of their citizens;

SEVENTH: they agree to honor all trade agreements or contracts wheresoever they shall be made, nor shall they interfere with each other's right or ability to make such agreements or contracts;

EIGHTH: they here make treaty of military alliance against mutual enemies, whatsoever form they may take, holding in abeyance all land, sea, and air armaments against future aggression from outside their separate frontiers;

NINTH: they agree, pending the establishment of a more specific treaty, to recognize as valid those impartial decisions which have been and shall be made regarding the passage of all those not named by this or other written agreements or contracts, and, to the continued security of both kingdoms and/or the mortal worlds, do place their mutual trust in the judgements of the Warder of the Bridge.*

Given at Thordon, this 19th Day of Gemini, with the full assent of the respective monarchs of both Stellar Kingdoms heretofore named.

*This entire article is an oblique reference to the Sargon Heimdall. See: BiFrost Bridge (TOUR GUIDE).

D. THE IMMIGRANT DISPERSAL ACT:



he Immigrant Dispersal Act of 487 AI was the first of many steps taken to insure the rights of Infernal residents of all strata, and to establish the status of incoming souls.

The following is an excerpt from that bill, given here because it explains the various designations of the majority of the inhabitants of Hades. Not included here, but of equal importance, is that article of the IDA which provided for the complete autonomy of the original intelligences of Hades (the Ymir/Djinn), leaving them, in effect, a state within a state, and which forbade, on pain of imprisonment, any interference with their activities or prerogatives by any national of the Infernal Kingdom, including peers of the blood royale.

The IDA superseded any and all judgements made before it was passed, and all Pit inhabitants came up for review under its provisions.

A SELECTION FROM THE 487 I.D.A. (ARTICLE IV).

... We therefore deem it necessary to establish by name the status of those who dwell within the boundaries of this Infernal Kingdom, and to set forth their situation and their prerogatives, to wit:

I. DENIZENS:

The term DENIZEN shall hereafter apply to and serve to identify all Immortals who are either former Celestials or their descendents. This classification includes all Immortals who emigrated to this Kingdom under the provisions of the Writ of

Banishment, and also includes all Immortals who have (voluntarily) left the Celestial Kingdom and applied for Infernal Citizenship since the Insurrection. This classification shall further be understood to apply to all Infernal Angels regardless of former status, family background, or present condition.

A DENIZEN shall be regarded as a National of this Infernal Empire, subject to its laws, and with all rights and freedoms of citizenship being secure, except where such freedoms interfere with the prerogatives of the Crown.

II. CITIZENS:

The term CITIZEN shall hereafter apply to and serve to identify all former mortals and their descendants who have been designated as Clear Souls, and who have, with conscious foreknowledge, determined to reside permanently within this Realm.

This classification shall include these separate and individual specifications, to wit:

A. (Former) BONDSERVANTS: The specifications regarding (former) Bondservants shall be found under Section III of this Article.

B. (Former) TEMPORARY IMMIGRANTS: This classification includes all souls who have immigrated to this Kingdom under the terms of the Heimdall Agreement, and without conscious foreknowledge of their destination, who have determined, after a (specified) term of residence within this Realm to apply for full and permanent citizenship herein.

C. VOLUNTARY IMMIGRANTS: This classification includes all souls who have immigrated to this Kingdom by choice and with conscious foreknowledge of their destination, coming either from Celestria or directly from their home worlds and with or without arrangements being made with Infernal ambassadors or couriers prior to such immigration.

D. CONTRACT ARTISANS: This classification includes all souls who have immigrated to this Kingdom following negotiations with an Infernal Agency which has been instructed to encourage their immigration hereto, such encouragement being given that this Realm may acquire the benefit of their special skills and abilities. Such immigrants shall receive all privileges and prerogatives guaranteed them by such contracts as they have made, these special rights being over and above the rights of citizenship and protected by Infernal Law.

All souls classified under Specification C. VOLUNTARY IMMIGRANT and Specification D. CONTRACT ARTISAN of this Article shall receive full citizenship rights and privileges as specified in Article III of this Act upon arrival in this Realm, following a short period of (gratis) instruction in the language, customs, and laws of this Kingdom.

The classification CITIZEN shall further be understood to apply to all those souls specified herein regardless of former status, family background, or present condition. A CITIZEN shall be regarded as a National of this Infernal Empire, with all rights and freedoms of citizenship being secure, except where such freedoms interfere with the prerogatives of the Crown.

III. BONDSERVANTS:

The term BONDSERVANT shall hereafter apply to and serve to identify all

Debtors remanded to this Kingdom under the terms of the Heimdall Agreement, which individuals being former mortals whose crimes against nature and their fellows are of small moment and may be wiped clean. This classification further includes all souls who assume guilt for crimes imagined or real, and who desire to perform such acts as will expiate such sensation of guilt.*

These shall assume, upon arrival in this Realm, the status of Indentured Servant, and shall be set tasks not arduous which shall serve to make such reparation as may be necessary over a term of years. Further, wherever possible, such tasks shall be of constructive nature, being either assignments according to what skills or abilities said Debtors shall already possess, or else being in the nature of training in a new skill or profession.

A BONDSERVANT shall be regarded as a Ward of this Infernal Empire, and shall, for the term of indenture, be assigned to quarters in Hadial Pit Two, also known as Purgatory, and therefrom directed to such individual tasks as may have been assigned. Further, Purgatory Guardians shall be responsible for aiding and encouraging all Bondservants in their ward to re-evaluate their condition and adjust to the concept of their future freedom(s).

When such term of reparation has been completed in a manner satisfactory to both the Bondservant and to his Guardians, that Bondservant may then apply for equal citizenship in this Infernal Kingdom, and specified under Section II of this Article, or transport to the Celestial Kingdom, whichever shall be his own free choice.

IV. CONVICTS:

The term CONVICT shall hereafter apply to and serve to identify all Criminals remanded to this Kingdom under the terms of the Heimdall Agreement, which individuals being former mortals whose crimes against nature and their fellows are of great magnitude or irreparable attitude. This classification further includes all those who must by their nature be in some way forcibly constrained from committing any further such acts or crimes.

This classification shall include these separate and individual specifications, to wit:

A. INCORRIGIBLE CRIMINALS: This classification includes all souls who, deliberately and with malice aforethought, commit those crimes heretofore described, and who shall continue in their pursuit of said crimes unless forcibly prevented from so doing. Such an individual shall be one who is at all times capable of preventing such action and conscious of its magnitude, yet who shall pursue it for some satisfaction which it breeds in his nature. †

B. REDEEMABLE CRIMINALS: This classification includes all souls who, having committed those crimes heretofore described, shall then be found capable

*The peculiarly Midgaardian concept of "sin" is one which has always puzzled Immortals, Infernals in particular. There are certain acts which are universally recognized as crimes of varying degrees of seriousness, but Immortals find it difficult to understand the reasoning of an individual who accepts the judgement of his society on his own private beliefs. See also: PIT GUIDE.

†The criminally insane, which is to say, any individuals who are incapable of controlling their actions, are NOT included here. Persons subject to physical or emotional disorders of this nature are treated at medical centers, in Hades or in Edom, since it is understood that no one can be reasonably punished for actions, however violent, over which he has no control.

of refraining from future commission of such crimes, and shall then be recommended for status of Indenture, pending review of prior judgement. This classification shall also include all souls who, having been remanded to Pit custody, shall later be found to evince a desire to correct prior attitudes or behaviors. These individuals shall be given such aid and encouragement as is necessary to assist them in such transformation.

C. **CONTRACT CONVICTS:** This classification includes all those who have negotiated with an Infernal Agency to sell their Immortal Souls in return for some service which has then been rendered to them under the terms of said Contract. This specification includes the following subdivisions, to wit:

(1) *Temporary Labor:* In that the provisions of a Soul for Services Contract are of temporary nature, such Contract shall have specified a term of labor which shall serve to repay the loan granted under the terms of that Contract. Those souls so contracted, having willingly fulfilled these obligations, shall thereafter be given the status of Bondservant, under the terms and specifications listed in Section III of this Article; the SFSC serving only to provide their (temporary) labor for the Lower Pits.*

(2) *Permanent Labor:* This classification includes all souls who, having received those services guaranteed by their Contract, shall then make attempt to negate said Contract, or shall attempt to refuse payment of said incurred debt. This shall be considered an Act of Deliberate Malice, and, such souls then being in bad faith, they shall first be liable for all court costs incurred as a result of their refusal to complete payment, and shall second be remanded to custody for an indefinite period or until such time as their warders shall be satisfied that they have amended their attitude and are prepared to commence payment of said debt so incurred. Those so described herein shall be considered as Convict Souls, and shall thereafter be given that status except as listed under Section C/1 of this Article.

A CONVICT† shall be regarded as a Servant of this Infernal Empire, and shall be remanded, upon arrival in this Realm, to the Lower Pits, there to serve as Pit Labor for an indefinite and unspecified period of time. No Convict except those designated under Section C/1 of this Article shall ever be released from the Lower Pits unless Special Judgement sees fit to decree otherwise in individual cases.

Further, should a Convict be so released from service, for any reason whatsoever, it is to be ever recorded that his release shall be conditional upon his future behavior, and may be revoked at will. No Convict may at any time apply or be accepted to equal citizenship in this Realm, unless it shall be proven uncontestably that the judgement "CONVICT" was in his case given in error.

*There are a surprisingly large number of Midgaardians who make an SFS Contract in good faith, and willingly fulfill their end of it. Such individuals later make excellent citizens of the Empire. Contrary to popular rumor, however, the attempt to evade the payment clause of the SFSC is always unsuccessful, and results in a retribution that the oath-breaker would have done well to avoid. See Section C/2, above.

†The status of any citizen or denizen who, while in residence in the Kingdom, committed a crime against the state or its inhabitants was considered under a separate Article of this Act.

VI.
THE IMPERIAL GOVERNMENT



he Infernal Kingdom is an absolute monarchy, one in which the Parliament governs, but the sovereign holds supreme power. The Infernal Constitution, based on centuries of custom, traditional common law, and parliamentary acts, has never been codified; however, many procedures can be regulated according to the *Register of Law*, a record of legislation which is kept by the Civicia and updated as necessary in special meeting of Parliament (see below).

Authority has been delegated by the Emperor to several reigning bodies within the structure of the Infernal government, notably the Parliament, the Sheytan, and the Ministries. Executive power is exercised by the Prime Minister, who is appointed by and responsible to his Sovereign.

The Supreme Court of Hades is a judiciary body, appointed by the Emperor, which functions as a last judgement on the status of all inhabitants of the Realm. Both the Justice and the Judgement Courts function under its auspices. A decision of the Supreme Court can be appealed only to the Emperor, and reversed only by His will.



THE EMPEROR

The Emperor of Hades holds a position unique among rulers, for no other kingdom demands that its sovereign perform both the demanding role of chief of state, and at the same time assume the personal leadership of His people.

The Emperor is simultaneously chief executive, chief legislator, chief justice, chief administrator, chief diplomat, and commander-in-chief of the armed forces. His action in any one role materially affects the others, for the Emperor is the main-spring of the governmental system. He is, in effect, at once the symbolic and the actual embodiment of the character and purpose of the Infernal Kingdom.

All legislative officials are ultimately responsible to the Emperor, and what authority they have is on His cognizance, for the Emperor has the power to appoint to or dismiss from office any official from the Prime Minister to the lowliest government clerk. The allocation of authority to His capable ministers and advisors takes the burden of legislative detail off the Emperor's shoulders and enables Him to act in that capacity for which He is best-known and in which He is most effective—the personal supervision of the administration of Infernal affairs.

Rather than wait for official reports to reach Him at the Capitol, the Emperor will periodically "ride the circuit"; nor has He been known to announce His itinerary beforehand. It is not difficult for a citizen or denizen to get His ear at these

times, and the Emperor is often asked to arbitrate minor disputes between his subjects. Because He has little use for pomp and ceremony, the Emperor's surprise visits offer no inconvenience to His occasional hosts, and often provide a welcome change in routine—except in the case of any official found lax in the performance of his duties. The judgements made by the Emperor while He is on His rounds are final, for His word is law, and the information He brings back affects parliamentary legislation in the Capitol.

As a result of these inspection tours, the Emperor of Hades knows His subjects as individuals—no mean task, considering the enormous population of the Infernal Kingdom—and it is not unusual for Him to summon private nationals from the general population to question them on legislation recommended by Parliament. It is His proven ability as an administrator which has given the Emperor the confidence and respect of His subjects, but it is the awareness of His personal interest in their welfare which has earned Him their unquestioning allegiance as well.

THE PRIME MINISTER

The Prime Minister of the Infernal Kingdom is the official representative of the Emperor in all affairs of state.

He acts as unofficial head of the Parliament, with the power to exercise the Imperial veto. He often serves as Ambassador to foreign kingdoms, and, when it is necessary, casts the deciding vote in the Supreme Court.

He assists in all the duties of the Emperor, performing as His second-in-command, and is occasionally called upon to take the Emperor's place in official court ceremony. He also acts as the symbolic intermediary between the Emperor and the Infernal Government.

Additional duties of the Prime Minister are more fully outlined under the descriptions of the various departments of state.

THE SHEYTAN

Perhaps best described as a cabinet, the Sheytan is the senior advisory body of the Infernal government, whose membership includes those ministers and advisors who are responsible for the major policy decisions of the Infernal Kingdom. The Sheytan Councils meet individually on a regular basis to review past activities in their particular fields, to exchange information and ideas, and to establish future policy for their domains.

Petitions to the Emperor generally go first to the Sheytan, which will then decide if they are to be forwarded directly to Him, or first brought to the attention of the appropriate Sheytan Council for investigation and review. At regular intervals, the Sheytan must present the Emperor with a complete listing of all such petitions, and a detailed account of what action has been taken on them. Petitions handled by the Sheytan are invariably fairly administered.

Most of the Sheytan Councilors are also honorary members of the parliamentary Court of Princes, and can be summoned to meet with the Full Parliament by the Emperor (see below).

PARLIAMENT (*Abba Amona*)

A. Background and Organization:

Parliament is the legislative forum of the Infernal government. Its primary function is to centralize legislation and facilitate administration of Infernal affairs.

The original Parliament of Hades was the Court of Nobles, now the Principia, whose membership was made up of those barons who had been the Emperor's ministers and province governors in South Celestria. As the new kingdom expanded during its first years of settlement, these lords were given similar posts in Hades, though their duties and domains were of necessity much more loosely defined. Parliament convened on an irregular basis, its informal meetings enabling Infernal leaders to correlate information about their new land, and to formulate plans for its future development.

The end of the War of Independence brought not only peace in which to build the new kingdom, but also new duties and responsibilities for its leadership, and with this expansion of domains, the fledgling government began to take shape. The major ministries were established, and, as the present divisions of Hades were slowly defined, permanent governors were assigned to the Levels, and guardians named for the Pits. The added responsibilities of their new assignments made it increasingly difficult for the Infernal lords to meet in general assembly; therefore, although a full Parliament might still be convened in time of national emergency,* those ministers and governors who held similar posts generally met in Sheytan councils, which could be held at the convenience of their own members, and which did not require the attendance of other government officials.

The establishment of the Civicia, or Court of Citizens, came about in response to two pressing problems of the new kingdom. First, as many members of the Court of Princes became part of the executive and judicial branches of the government, the number of district representatives in the general parliament of necessity dwindled. More important, the influx of immigrants to Hades had created a new kind of population, which was rapidly growing, and which had no representation in the Infernal government. The Emperor therefore encouraged the Governors and Guardians Council especially to appoint the most capable of these citizens as district representatives, to form a second court of Parliament which could meet in regular sessions at the Capitol, and which would serve the needs of the general population. Because most of these citizens, who had businesses and activities of their own, did not want permanent assignment to government posts, and because, also, their population, unlike that of Infernal denizens, would be in a continual state flux, it was determined that appointments to the new court of Parliament would be of a more temporary nature. Now called the Court of Commons, the Civicia is composed of both citizens and denizens from all strata of Infernal society.

B. Courts of Parliament: Jurisdictions and Limitations.

Parliament acts as a watch-dog over the Infernal Kingdom, by directing policy-

*As was the Independence Parliament in 305. See: Introduction to the Writ of Independence.

making, investigating problem areas, and recommending legislation for their solution. All districts of Hades with any sizeable population must send representatives to Parliament. These representatives are expected to be aware of the requirements of their districts, and to bring these data to the attention of their Court. Although an individual representative may of necessity be first concerned with the problems in his own district, the debates in general assembly must determine how these issues relate to the requirements of other provinces, and attempt to establish priorities for action.

Members of Parliament have certain privileges and immunities. Freedom to debate any issue openly on the floor of Parliament is guaranteed by the Emperor. When a Parliament is summoned by the Emperor, its members have the right to defer all personal and legal obligations for the duration of the special parliamentary session. Representatives have free use of the mails for official business, and are also given travel allowances, which pay not only their own expenses for authorized tours of inspection, but also pay the expenses of any witnesses they may need to call.

Representatives also have certain limitations on their rights. No member of the Principia or the Civicia may present a petition directly to the Emperor, even if his measure has been denied by a parliamentary chamber or tabled by the Court of which he is a member. (The right to personally petition the Emperor is reserved to individual citizens or denizens and cannot be transferred, even to their district representatives.) Parliament must answer all issues brought to its attention, even where such proposals do not require legislative procedures. Any member of either Court who is found to misuse his immunities or who fails to properly represent his district can be summarily dismissed from the general assembly and, if the charge warrants it, brought to trial in civil court.

Special sessions of Parliament may be summoned by the Emperor. Who also has the power, rarely exercised, to dismiss a Parliament. There are no political parties, since members of Parliament are appointed, not elected, but spheres of interest are recognized among the general population, and, as nearly as possible, members of Parliament are chosen to represent these different interests.

Each Court of Parliament serves only the needs of its own segment of Infernal society. The Principia cannot recommend legislation for citizens and, in the same respect, the Civicia is not permitted to recommend legislation which will affect only Infernal Peers. In the case of legislation which will affect the kingdom as a whole, the approval of both courts is required before a bill can be sent to the Emperor: usually the investigating chamber will be composed of members of both courts. Of the two Courts, the Civicia has the least homogeneous membership, since its representatives are drawn from as many different trades and professions as possible.

The presiding officer of the Infernal Parliament is the Prime Minister. His veto can be overridden only by the Emperor. In the absence of the Prime Minister, the officiating officer of the Infernal Parliament will be the Minister Pro-tem.

(1) THE PRINCIPIA (Abadir):

The Upper Court of the Parliament of the Infernal Kingdom—originally the

senior advisory body of the Infernal government—today has become merely “the other Court.” Most members of the Principia hold other government posts as well, and this Court of Parliament meets irregularly, the full Principia convening only when summoned by the Emperor. The Principia functions primarily to give the administrative angle of what is necessary for the Realm, and it has the power to appoint representatives to the Civicia.

To be a member of the Court of Princes, an Immortal must be an original denizen or his descendent, of the blood royale, and his membership must be approved by Imperial Decree. Members are enstated for eternity, but can be removed from office by the Emperor. For his services, a member of the Principia receives a salary of 30,000 crowns per decade.

(2) *THE CIVICIA (Abhamsi):*

The Lower Court of Parliament represents the general population of Hades more directly than does the Principia. The Civicia meets in regular sessions, convening ten months out of each year, from Khad Virgo to Khad Gemini. No member of the Civicia may hold another government post while he serves in this court, though many citizens who now serve in other government positions were at one time members of the Civicia. The Civicia has the power to allocate government funds, and it can recommend impeachment for Parliamentary representatives of both Courts.

The *Register of Law* is recorded by the Civicia's Chamber of Clerks, and provides a running analysis of legislation. Whenever a new Civicia convenes, the *Register* is updated as the first order of business; prior acts of legislation are examined and outdated laws are struck from the record. This procedure is one which requires the mutual agreement of both Courts of Parliament, and the Register Session meets in Virgo of the first year of the New Civicia.

To be a member of the Court of Commons, a representative must be a recognized national of the Infernal Kingdom (either citizen or denizen), at least 300 years a resident, and an inhabitant of the district he represents, unless he is a member of the Chamber of Clerks, which codifies the law but is not empowered to recommend legislation. Appointments to the Civicia are rotated bi-centennially. As in the Principia, a member of the Court of Commons receives for his services a salary of 30,000 crowns per decade.

C. Enactment of Legislation:

A proposal, or Bill, must be drawn up, investigated, and debated by Parliament before it is sent to the Emperor with the recommendation that it be signed into law. Should the Emperor wish to consult His Parliament on legislation of His own, the Imperial Bill is introduced into the appropriate Court by the Prime Minister.

Parliamentary Chambers, or committees, are made up of those representatives who are expert in a particular field, and who are expected to know how their field relates to situations in all parts of the Kingdom. When a proposal is brought before

Parliament, a Bill is drawn up and referred to the appropriate Chamber. To evaluate the proposal, the Chamber will hold hearings, call witnesses, and take testimony from experts and interested parties in order to determine whether legislation is needed, and if so, what kind. On the basis of its investigation, the Chamber may deny a given proposal, or it may also amend or substantially rewrite a Bill.

Once the preliminary investigation is completed, the Bill goes back to the floor of the Court of origin, where it is read aloud by the clerk of the investigating Chamber and opened to general debate. The Court must then examine related situations to determine if the proposal is feasible in terms of both its own area of jurisdiction and the national interests. On major legislation, a given proposal may be referred to several chambers for preliminary investigation, or copies of the Bill may be sent to one or another of the ministries. The general Court is also responsible for providing opposition witnesses who will aid in the final revision of the measure.

If parliamentary discussion concludes that the proposal is valid, it is returned to the investigating Chamber, with instructions to draw up the Final Bill of recommended legislation. The Final Bill must detail the results of their investigation, and explain what the law will do, how it will be enforced, why it is necessary, and what are its limitations (i.e., what situations it does not cover). The Chamber must also record a summary of opposition statements to the proposal, and list the names of expert witnesses. If Parliament disapproves a proposal, it may either table the measure, thus killing it, or it may recommend additional investigation or a substantial rewrite of the proposal.

An approved Bill is submitted to the Emperor as a Petition of Parliament. If He approves the measure, He signs it, and it becomes law. If He disapproves, He may veto it, thus killing it for good, or He may return it to the Court of origin together with His own recommendations. If the Bill relates to major legislation, the Emperor will usually summon His own witnesses and experts to check the findings of the Court, or He may interview the Parliament's witnesses.

When a Bill is returned to Parliament with the Emperor's recommendations, it is treated in the same manner as a Bill which was originally introduced by Him. That is, Parliament will again do the legwork of investigation, but, rather than draw up a Petition, they will simply present their findings to the Emperor, Who will then use these data to decide if the legislation is desirable.

Although the Infernal Parliament is not in itself a law-making body, it does have enormous powers of persuasion, for its members are capable and dedicated public servants whose investigations of the issues brought before them are uniformly equitable and thorough, and the legislation it recommends is almost always approved by the Emperor.

THE SUPREME COURT (Sedaer Elyon)

The Infernal Kingdom Supreme Court, the highest tribunal in the Realm, was established by the Emperor as a final court of appeals. It is not a legislative body, but strictly a judicial tribunal.

The Supreme Court received its greatest impetus during the Age of Reform, when the jurisdictions of the Infernal Court system were expanded to determine not only civil justice but also judgement of souls.

The SEDAER KARMA is the Judgement Court, which passes on citizenship for immigrants in cases where there is dispute, determines the placement of souls whose background has been called in question, decides terms of reparation, and assists in review of Pit judgements where re-evaluation may be necessary due to a variety of considerations. (This last in regard to pits beyond Purgatory, which has its own Court of Appeals.

The SEDAER MA'AT, or Justice Court, presides in legal cases which involve nationals of different levels or pits, and advises on the judgement of citizens or denizens who are in error against the state. Civil suits are rarely of such a nature as to be appealed to the Supreme Court.

Cases come to the High Court along three routes: (1) they may be of such a nature as to start there; (2) they may be removed from a Pit or Level court; or (3) they may be appealed from a Pit or Level court.

Judges of the Supreme Court are appointed by the Emperor. The presiding justices of the Sedaer Karma are uniformly former mortals, now Infernal Nationals; the justices of the Sedaer Ma'at are usually Infernal Peers. A decision of the Supreme Court is final, and can be reversed only by Imperial Decree.

THE MAJOR COUNCILS, DEPARTMENTS, AND MINISTRIES OF THE INFERNAL KINGDOM OF HADES

* * * *

The Emperor of the Infernal Kingdom of Hades:

LUCIFER IMPERATUS: Lord of Light, Star of Morning.

The Empress of the Infernal Kingdom of Hades:

ASTARTE REGINA: Lady of Light, Star of Evening.

The Prince-Regent of the Infernal Kingdom of Hades:

LUCIEL SABAZIUS-ATEN: First-born in Hades.

* * * *

EXECUTIVE OFFICE OF THE EMPEROR:

This is not a government agency, but rather the official term for a group of individuals and agencies, each charged with assisting the Emperor in carrying out duties which belong distinctly to the Emperorship. Its membership also includes those special aides who officiate at Imperial Court Ceremony.

The Prime Minister of Hades: Sargon Mephistopheles.

Imperial Legal Counsel: L. Baal Pendragon.

Not established within the Imperial Suite. See under Independent Agencies: Pendragon, Gideon, Mephisto, and Scratch.

Counsel to the Emperor on the Arts: L. Mephisto Gershom.

Not established within the Imperial Suite. See under Independent Agencies: Apollo/Athena Enterprises, Ltd.

Military Aide to the Emperor: Aries Phalec Vidar

Duties: Co-ordinates all military information received from service branches and ministries; advises the Emperor on updated military data. Commands the Imperial Guard.

Imperial Standard-Bearer: Eblis Azazel.

Keeper of the Seal: Alexis Aleister III.

Personal Secretary to the Emperor: Nabu Sadriel.

Priority One Security Clearance.

Imperial Social Secretary: Robin Goodfellow.

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*THE IMPERIAL PALACE COUNCILS.** Official Title: THE SHEYTAN.

Duties: Has no legislative power of its own, but serves as an extension of the

*The Special Councils of the Sheytan (which include the Governors and Guardians Council and the First Council of the Ministries) are not listed here.

Emperor in the performance of His duties, primarily as His liason with Parliament, the Ministries, the Executive Departments and Agencies, and the general public. It was created by an Imperial Order and employs, not counting the I.I.A. and the Special Council members, over 2,500 Infernal Nationals.

The Chief Advisor to the Crown: Cassiel Macaton Samedí.

Duties: Serves as the unofficial director of the Sheytan. Receives information and co-ordinates activities of all Sheytan Councils; presides at regularly scheduled meetings of these councils; provides the Emperor with summaries and analysis of data received; follows up petitions directed to the Sheytan; provides the various councils and agencies with updated analysis of their functions and acts as comptroller of their actions; acts as security chief in charge of all printed matter issued from within the Infernal Kingdom. Priority One Security Clearance.

IMPERIAL SECURITY COUNCIL

Suite 9-A West Wing

Established: 247

Members: The Emperor (Lucifer Imperatus); the Prime Minister (Sar Mephistopheles); the Minister of State (Luciel Sabazius-Aten); the Minister of Defense (Ahriman Angra-Mainyu); the Director, Office of Emergency Planning (Adamastor Thialfi).

Officials: The Chief Advisor to the Crown (Cassiel Macaton Samedí); the Executive Secretary (Nabu Sadriel).

Duties: Advises the Emperor on matters of a military and foreign nature. Its proceedings are classified top-secret, and all its members have priority-one clearance, thereby giving the Emperor a council for discussion of matters concerned with the national security.

INFERNAL INTELLIGENCE AGENCY (I.I.A.)

Suite 9-B West Wing

Established: 247

An operational agency of the Imperial Security Council. Director: Aamon Supaya Hoder.

Duties: The I.I.A. keeps the Council fully informed on matters pertaining to the national security; receives and co-ordinates intelligence information to assist the Emperor in understanding political and military conditions, particularly those that may affect the national security; has full access to all information brought in by Infernal Couriers.

INFERNAL IMMIGRANTS AND ALIENS COUNCIL

Suite 13-Z West Wing

Established: 859

Chairman: Nemisis Parcae, Director, Infernal Immigrants and Aliens Administration.

Members: The Prime Minister (Sar Mephistopheles); the Minister of Infernal Affairs (Loki Firbauty Tabris); The Director, Department of Courier Affairs (Erebus Loki Kavi); the Director, Infernal Immigrant Aid Association (currently Askembla Eidolon Urvan); the Chief Justice of the Supreme Court (Phalgun Manu); Executive Secretary (Nabu Sadriel).

Duties: Advises the Emperor on the latest status of Midgaardian moralities, and assists Him in formulating policies pertaining to the judgement and placement of newcomers to Hades.

COUNCIL OF ECONOMIC ADVISORS

Suite 7-D West Wing

Established: 946

Director: Mammon Kubera

Duties: Provides assistance to the Emperor in the preparation and administration of the budget; advises the Parliament and Infernal agencies on administrative organization and practices; appraises economic programs and policies; reviews and co-ordinates government statistical services; analyzes trends in the national economy.

OFFICE OF EMERGENCY PLANNING

Suite 6-F West Wing

Established: 248

Director: Adamastor Thialfi

Duties: Advises the Emperor on planning and co-ordination of policy concerning emergencies, both natural disasters and the consequences of military action; is concerned with the emergency use of resources such as manpower, materials, industry, transportation, and community facilities; plans for emergency government organization, rehabilitation after enemy attack, and the stockpiling of strategic materials.

OFFICE OF CHRONOS

Suite 24-H West Wing

Established: 662

Director: Chronus Khonsu Shai

Duties: Handles all problems of time, scheduling, calendars; provides assistance to the Emperor on matters of interkingdom temporal co-ordination to insure that timing is used most effectively in the interests of national security and the general welfare; has access to information brought in by couriers and assists extra-territorial envoys in temporal co-ordination; with the Council of Economic Advisors assists in analysis of trends in the development of the Infernal economy.

OFFICE OF THE SPECIAL REPRESENTATIVES FOR TRADE NEGOTIATIONS

Suite 11-R West Wing (for correspondence only)

Established: 963

Special Representatives for Service Contracts:

L. Baal Pendragon, with the firm of Pendragon, Gideon, Mephisto, and Scratch.

Special Representatives for Artisan Contracts:

L. Mephisto Gershom, with the firm of Apollo/Athena Enterprises, Ltd.

Duties: This is the Sheytan extension of the Courier Agencies, Department of Courier Affairs. Facilitates implementation of soul/transfer/trade agreements program; assists and advises the Emperor on the administration of that program; and advises Him on non-tariff barriers to interkingdom trade and negotiation.

* * * *

EXECUTIVE DEPARTMENTS:

The Executive Departments of the Infernal Government are generally operational agencies of the major ministries. The single exception is the Department of Courier Affairs, which, while it originated as an operational agency of the Ministry of Defense, and is now under the general supervision of the Ministry of State, has become an independent department within the structure of the Infernal government.

THE DEPARTMENT OF COURIER AFFAIRS

314 Daemon Avenue, West
Pandemonia, L-7

Director: Erebus Loki Kavi

Duties: Establishes policy, distributes financing, and dispenses information for the three major divisions of the Service; is responsible for the training and placement of new personnel; relays updated information received from couriers to those agencies which deal directly with new immigrants; co-ordinates the activities of its divisions with other government departments and agencies. Most of its duties fall under the jurisdiction of the Ministry of State.

THE CITA: Operational Offices.

I. COURIER DESPATCH CENTRAL (CDC)

116 Horn Boulevard
Styxvillia, Asgaard, L-1

Courier Operations Commander: Nathan Eidolon Zemer.

Duties: Co-ordinates activities of the Contract Agencies; dispatches all couriers; assigns courier command posts in Midgaard; relays communications to active duty personnel and relays reports received from Courier Command Posts to appropriate Infernal agencies; is responsible for the supervision of all active duty couriers; co-operational with the Archon Division of the OID.

II. OFFICE OF INFORMATION DISPERSAL (OID)

118 Horn Boulevard
Styxvillia, Asgaard, L-1

A. Communications Director: Paigoel Hutgin

Duties: This office is the interkingdom operational agency of the Infernal Archives. See under: Independent Agencies.

B. Monitor Despatch Commander: Orendia Dev Azur

Duties: Assigns Infernal Archons (Monitors); relays communications to active duty personnel; relays reports received from Monitors to appropriate Infernal agencies; is responsible for the supervision of all Infernal Archons; assists the Communications Division in placement of special envoys; co-operational with Courier Despatch Central.

III. OFFICE OF TRANSPORT CONTROL (OTC)

117 Horn Boulevard
Styxvilla, Asgaard, L-1

Commander: Melek I. Taus

Duties: Provides transportation for CDC and OID personnel; acts as guard of honor for incoming immigrants; is responsible for the safe arrival of incoming immigrants; supervises all transport for Return.*

* * * *

THE INFERNAL MINISTRIES

The Infernal Ministries handle a multitude of executive and administrative duties, as well as provide advice for the Emperor in their own fields. Collectively, the Infernal Ministries make up the First Council of the Sheytan.



THE MINISTRY OF STATE (Hajaschar Hades)
13 Asura Street North
Established: 589

Minister of State: Luciel Sabazius-Aten

Functions: The Emperor is ultimately responsible for all Infernal Kingdom foreign policy. The State Ministry, through the Minister of State, acts as His principal advisor, and has primary responsibility for initiating and implementing foreign contacts. It develops policies for Infernal participation in interkingdom organizations; conducts correspondence with diplomatic and consular representatives of the I.K. abroad, and with the representatives of foreign governments accredited to the I.K.; issues passports. Executive departments administered by the State Ministry include the Department of Courier Affairs, and the Department of Passport Control.



THE MINISTRY OF THE TREASURY (Hajaschar Sedekiah)
50 Zahoris Avenue East
Established: 589

Minister of the Treasury: Maskelli Scox Bael

Functions: Manages the national finances; provides the Kingdom with its coined and printed currency; maintains the credit of the I.K. in foreign dealings and (soul) trade negotiations; collects Imperial taxes through the Infernal Revenue Service; supervises the Coast Guard, the I.I.A., and the Imperial Guard.

*See: Pandoria/Judgement Courts.



THE MINISTRY OF DEFENSE (Hajaschar Ragnarok)
100 Aegis Circle Street South
Established: 749

Minister of Defense: Ahriman Angra-Mainyu

Activities: Provides unified direction for the Army, Navy, and Air Forces; maintains and employs armed forces to support and defend the Infernal Kingdom internal security to the borders of the Realm, its colony possessions, and areas vital to its interests; distributes financing to all divisions of the armed forces and is responsible for the training of military command personnel; maintains military garrisons and outposts; mans the Utgaard Line.

The Departments of Defense:

Department of the Army (Druj Mahuika).

Commander: Jormangandr Midgarsormen

Department of the Navy (Druj Yam).

Commander: Rana Aegir

Department of the Air Force (Druj Enlil).

Commander: Apohis Ahi



THE MINISTRY OF JUSTICE (Hajaschar Sedaer)
12 Valkyry Avenue East
Established: 670

Attorney General: Ithuriel Zazai

Inquisitor General (new arrivals): Munkar Nakir

Activities: With the Infernal Bureau of Investigation, the actual enforcement arm of the Supreme Court. Provides the means of enforcement of Infernal Law; furnishes legal counsel in Imperial cases; construes the laws under which the other ministries and agencies act; conducts Supreme Court suits in which the Infernal Kingdom is concerned; supervises Imperial penal institutions; investigates and detects violations of Imperial Law; represents the government in legal matters; renders legal advice and opinions to the Emperor and to heads of ministries upon request; directs activities of I.K. attorneys and marshalls; passes judgement on souls.

The Director, Infernal Bureau of Investigation: Anubis Osiris.

The Chief Justice of the Supreme Court: Phalgus Manu

The three Chief Justices of the Court of Judgement (Sedaer Karma):

Aeacus Eidolon Semloh

Minos Eidolon L'Lednew
Rhadamanthus Eidolon Revilo

The three Chief Justices of the Court of Justice (Sedaer Ma'at):

Annunaki Netjer-Re

Chuan Samsara

Kaguhana Emmao Mirume



THE MINISTRY OF COMMUNICATIONS (Hajaschar Diakka)
10 Sibyl Street North
Established: 672

Postmaster General: Tornait Zehut Hermes

Activities: Maintains the I.K. postal system; operates the post offices; issues stamps; processes, dispatches, and delivers the mail; implements applicable interkingdom postal regulations. All major communications services in Hades are nationalized: the Ministry of Communications regulates all I.K. communications relay systems. Special department for classified communications under the supervision of the Chief Advisor regulates official government relays, intra- and interkingdom; supervises the distribution of public and official printed matter.



MINISTRY OF INFERNAL AFFAIRS (Hajaschar Sechieah)
7 Ladon Avenue East
Established: 649

Minister of Infernal Affairs: Loki Firbauty Tabris

Activities: Formulates and administers programs for the conservation and development of natural resources; supervises public activities of the Bureau of Mines, the Geological Survey, the Bureau of Land Management, the Bureau of Reclamation, and other offices; supervises deposition of souls, under the subdivision of the Department of Retribution and Reciprocity; investigates and oversees all activities of the Levels and Pits. Allied agencies: The Infernal Nationals Administration, Levels; and the Infernal Labor Commission, Pits.



MINISTRY OF IMMIGRANT ABSORPTION (Hajaschar Khwan)
13 Daemon Avenue East
Established: 851

Minister of Immigrant Absorption: Sammael Salmoxis Ruman

Activities: Handles all incoming souls; refers immigrants to the proper court of jurisdiction; dispenses information and training aids necessary to rapid absorption of new arrivals; advises couriers on updated regulations and requirements; operates in close alliance with the Ministry of Justice, Judgement Branch, and the Department of Courier Affairs. Aids and assists all immigrant self-help societies wherever possible.

* * * *

INDEPENDENT AGENCIES: (Alphabetical Listing)

APOLLO/ATHENA ENTERPRISES, LTD.

One Terrestrial Plaza
Dyonesia City, Level Three

Director: Luciel Mephisto Gershom

Imperial Entertainment Agency. Sole authorized agents for Special Artist's Contracts; solicits and promotes top quality artists and scientists; advises and assists in the conduct of programs in the field of interkingdom educational and cultural exchange; authorized courier agency.

ARCHIVES OF THE EMPIRE

New Archives Building
40-60 Valhalla Street
Dyonesia City, Level Three

Director: Al Bagdassarian

Performs fundamental research; maintains library and museum facilities; engages in programs of national and interkingdom co-operative research and training; through the Office of Information Dispersal attempts to generate constructive public support abroad for the Infernal Kingdom through its programs of personal contact, libraries, book publication, exhibits, Infernal-language instruction, et al. Official Publication: *The Stellar Almanac*, published under the auspices of the Ministry of Infernal Affairs.

INFERNAL ARTS PUBLISHERS

19 Muse Lane
Dyonesia City, Level Three

Consultant: Clio Penemue

Security Chief: Cassiel Macaton Samedi

Scribing House; publishes and, if requested, distributes all bulk printed matter supplied by other agencies and private persons; output regulated by the I.I.A. and the Chief Advisor to the Crown.

INFERNAL IMMIGRANTS AID ASSOCIATION

100 Kuei Shen Circle

Alaraf, Level Two

Director: Askembla Eidolon Urvan

Aids and counsels the self-help immigrant societies; provides government liason for the various organizations. There is generally one major immigrant organization for each world of Midgaard, though they have many subdivisions for the various skills and crafts. This Association sends representatives to the Sheytan. The Sheytan Immigrants Council (not listed above) is made up entirely of citizens; the only such council in the cabinet.

INFERNAL NATIONALS ADMINISTRATION, LEVELS

13 Hades Boulevard

Styxvilla, Level One

Director: Hela Nephthys

Aids, counsels, and protects the interests of citizens and denizens; operates the Loan Program of the Office of Economic Opportunity; regulates interlevel commerce; prevents, through a variety of powers, unfair labor practices by either employees or employers; investigates instances wherein citizens or denizens of the I.K. are being deprived of their rights or denied equal protection under the law; administers the housing and urban development programs.

INFERNAL LABOR COMMISSION, PITS

970 Severance Road

Armageddon, Pandoria, Pit One

Director: Abaddon Apollyon

Administers and enforces statutes regarding convict labor; conducts the research on agricultural and mining subjects and makes results available for practical application in the Pits; supplies and directs labor forces to areas where additional manpower is required; administers examination, classification, induction, and appeal from induction into the Pits of those souls eligible under the Immigrant Dispersal Act(s); regulates the interpit commerce systems; establishes a merit system whereby selection for rejudgement should be made on the basis of demonstrated relative fitness.

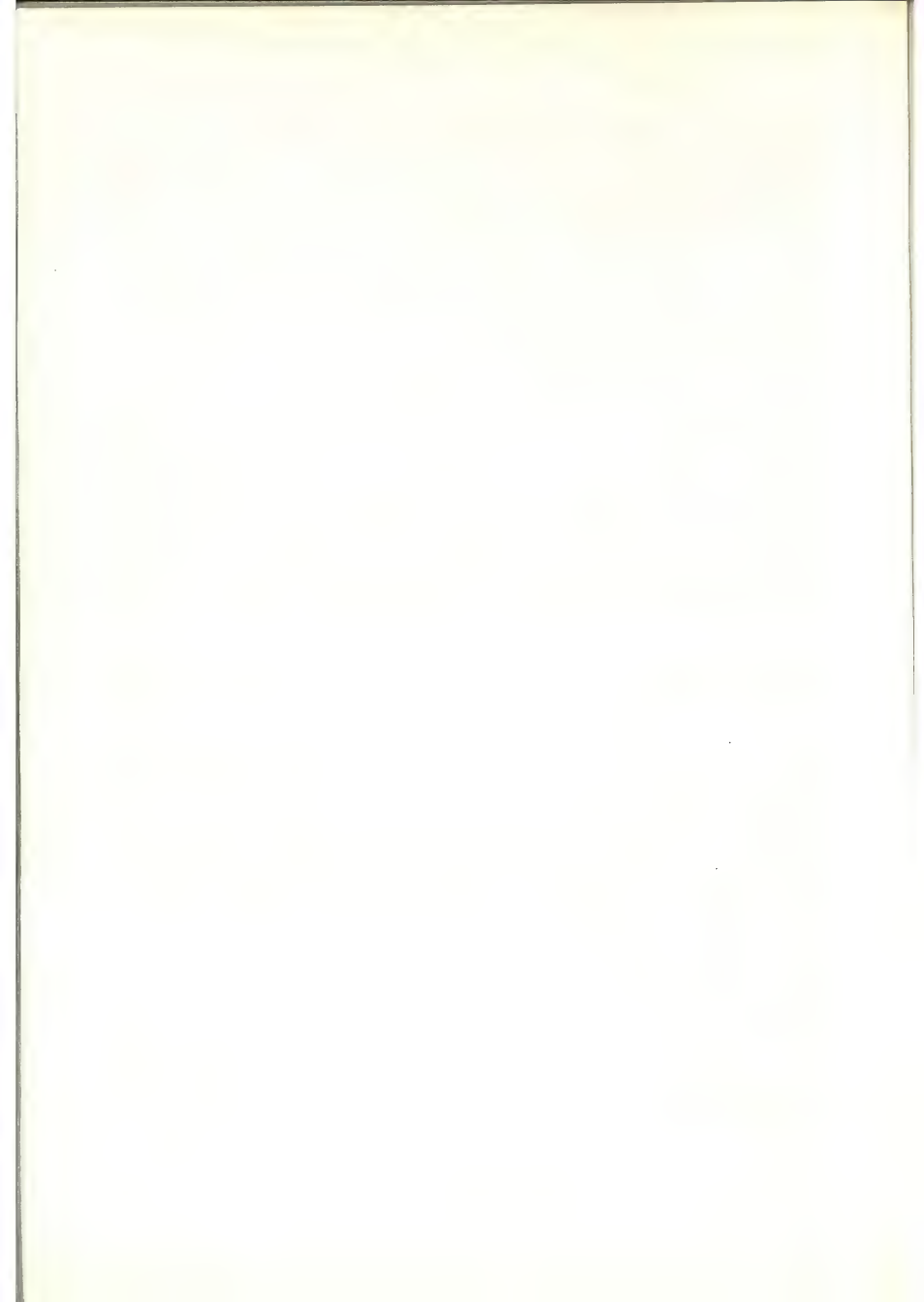
PENDRAGON, GIDEON, MEPHISTO, & SCRATCH

One Courier Circle

Simurgh City, Kaf

Director: Luciel Baal Pendragon

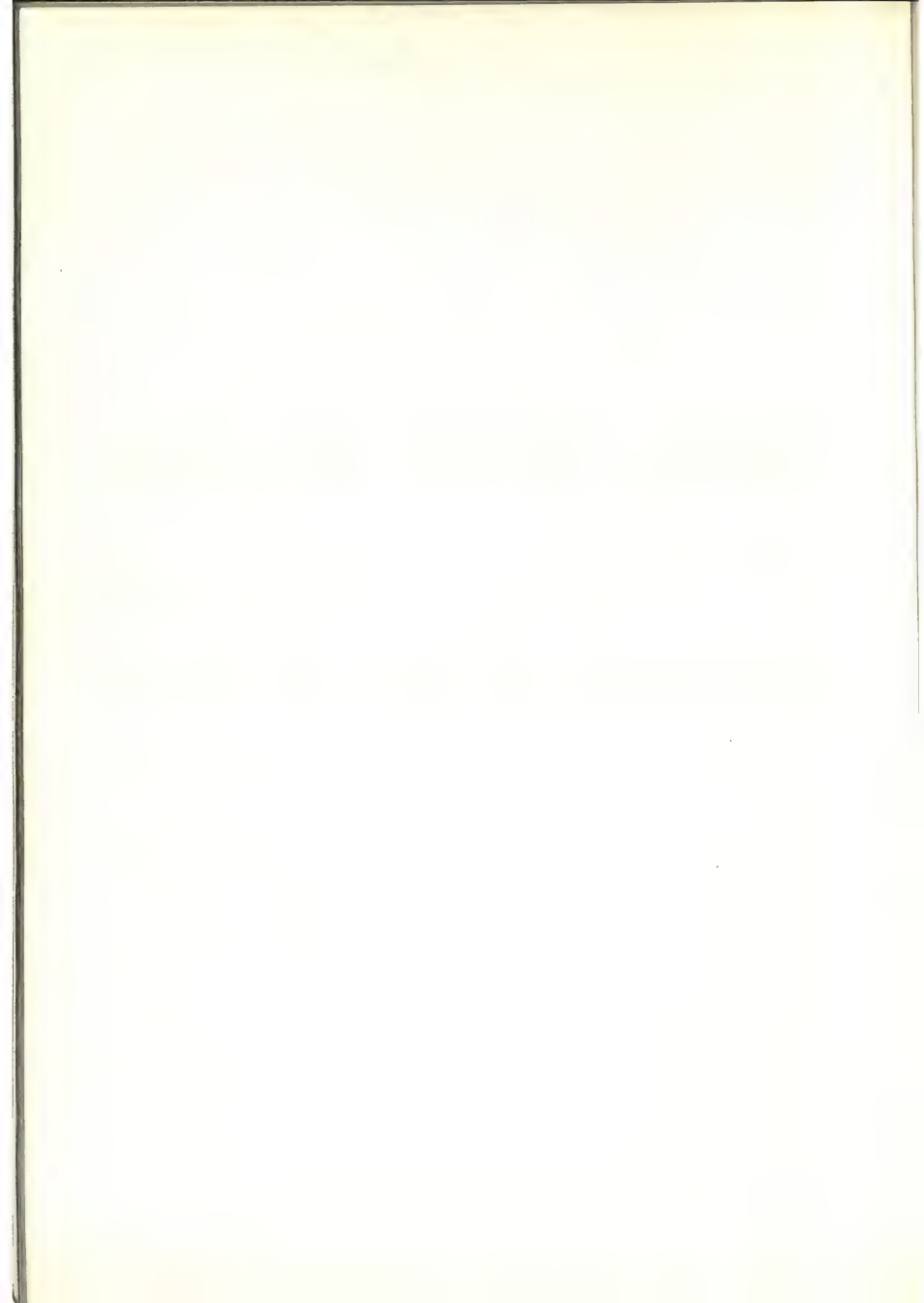
Imperial Legal Firm. Sole authorized agents for Soul-for-Services Contracts; solicits and obtains souls for Pit labor; advises and assists in the conduct of programs in the field of trade and commerce; authorized courier agency.



THE TOUR GUIDE

of

The Infernal Kingdom of Hades



I.
THE IMMORTAL UNIVERSE
Lands and Peoples

The three lands of the Immortal Universe are Hades, Edom, and Cimmeria. They, and the limited voids between them, occupy the whole of Space: there are no other lands, regions, or domains known to Immortals.

The Immortal Kingdoms can be bewildering, and often startling, to Midgaardians when they first arrive, for the lands themselves are alive and semi-conscious. Each region has its own distinctive "personality," or nature: the manner in which it responds to those who dwell within it.*

The Land of Edom is unobtrusive and obedient, responding mildly to the least suggestion of its denizens. It is a flawless country, with its softly sculptured landscapes and generous resources; its climate mild, its weather controlled. The Celestial Kingdom, whose cities and gardens grace this timeless, unchanging land, is a living, carefully tended, work of art.

The people of Edom are, as a rule, as gentle and unassertive as their land. They can deal with opposition if the necessity arises† but by their own preference their society remains largely non-competitive, and their professions, and even their leisure pursuits, do not lend themselves to contest. If they are not a pragmatic people, neither do they have to be, since the practical management of their affairs is done for them, and they need only concern themselves with the intricacies of whatever work they have chosen. As a result, life in Edom is ordered and orderly, and its people live without pressure and without conflict, and, unburdened with respon-

*All the worlds of Midgaard are given this quality when they are first created, and many are also peopled with races similar to the Hadial Ymir. But as each mortal civilization becomes more complex, it tends to lose touch with the inherent magical qualities of its planet, and just as often comes to doubt the existence of those other intelligences who once chose to abide there. In denying these other races, mortals unwittingly—or deliberately, as the case may be—"cast them out": and since it is to Hades that these little people then migrate, it is generally assumed that they bear some relationship to the Race of Ymir.

†It was, after all, former Celestials who were able to settle Hades.

sibility, may often engage in a given career for the pure intellectual enjoyment it affords them.*

But if life in Edom is free of conflict, it also lacks challenge, and it is on competition that Infernals thrive. There can be no question that, in this case at least, the land created the people, just as surely as the people created the Kingdom which now occupies it.

In contrast to Edom, which was created whole, *The Land of Hades* was left unfinished. Its chaotic and even phantasmagorical landscape conforms to no logical plan, and it possesses an almost infinite capacity for surprise. While not so unruly as once it was, the land retains many of its willful qualities, perhaps because it was left so long to its own devices. It must be coaxed—and sometimes bullied—into doing the bidding of its denizens, nor is it unusual for the land to suddenly assert its independence of the wishes of those who dwell there. It is no longer dangerous to its inhabitants, who have, after all, occupied it for nearly six millennia;† but it still requires careful watching. The Infernal Kingdom, in some areas carefully designed, in others seeming almost haphazard, sprawls over its surface, sometimes conforming to the whims of the land, and sometimes in open defiance of it.

Infernals are a competitive, energetic, and flamboyant people, eagerly responsive to new ideas and new techniques, willing to dare any challenge which presents itself. Even in the more settled areas of Hades, where life is somewhat quieter and the basic comforts are readily obtainable, competition of any kind is welcome, whether it be in the physical contest of sports, or in a battle of the wits. Infernals work hard and play hard, and ingenuity, recognized as a talent in and of itself, is the keynote of existence. As in Edom, any reasonable request is likely to be granted by an indulgent and generous monarch, but, in Hades, the gift is one of permission, rather than of the accomplished fact. Nothing is given here that is not earned, and it will generally be left up to the originator of a proposal to figure out a way to make it work.

The centuries of intercourse with Hades have naturally had their effect on Edom, and Celestials have gradually become less dependent and more inventive than once they were—which is, perhaps, as it was meant to be. But even with the mutual acceptance of each other, there remains a basic lack of understanding between the two peoples. Celestials tend to be more philosophical about existence in general: their experience has taught them that most situations eventually resolve themselves to everyone's satisfaction: and they cling to the old ways and forms with an almost superstitious tenacity. Even while acknowledging a reserved ad-

For example: Immigrants to Hades are taught the Stellar tongue as the first order of business, whereas in Edom, there are (at last count) upwards of 70,000 different languages in general use, and angels who speak, read, and write each new one that is introduced. Infernals consider such a multiplicity of tongues impractical, and attempt to introduce newcomers into the mainstream of society as swiftly as possible; to Celestials, earning a living is not as important as the intellectual delight of novel sights and sounds, and Edom not only maintains many pristine areas (like the Hunting-Grounds) where primitive peoples sometimes dwell for centuries before being absorbed into the general culture, but will even create special provinces where particularly interesting newcomers can pursue their peculiar customs unhindered, if under close and fascinated observation.

†Immortal time.

miration of Infernal extravagance, they find the pervading spirit of competitive aggressiveness unsettling, and Infernals themselves sometimes disconcertingly un-sentimental.

Infernals, on the other hand, have a tendency to "take the bit in their teeth," as the saying goes, for their experience has been that nothing is accomplished without a driving force behind it. Infernals are a proud people, willing to accept the responsibility of their own independent actions, and having a basic distrust of anything they have not made for themselves. They in their turn are appreciative of the undeniable beauties of Edom, but find its tempered security lacking in interest, and generally consider Celestials charming, if amusingly staid, innocents.

Cimmeria borders the southern provinces of Edom, lying just beyond Oceana, and the northern reaches of Hades, ending at the Utgaard Line. It is a sullen, brooding land, a region of horrors whose lightless expanses are held in active awe by all conscious intelligences, and whose name has become an epithet for intense darkness and desolation among Infernals and Celestials alike. It is the one land in all Existence from which the Creator has turned away His face—hence, its name: *The Land Bereft*.^{*} In consequence, the Cimmerian Ways are almost universally avoided, and, indeed, it is a foolhardy individual who will attempt to brave this cancerous territory when the much safer passway of the Bridge is available to all traffic.[†]

Despite the Interdict, *Cimmeria* has a "life-force": a restless, discarnate presence which has formed an uneasy alliance with the land it occupies. The dual nature of this substance has been examined by a variety of expert witnesses, some of whose conclusions we summarize here.[‡]

Cimmeria's life-force is partly indigenous and partly accumulated. Its native substance is the *a-jiva*, a kind of primordial essence composed of an infinite number of disparate particles. Unconscious, without form, without true direction, it has existed in *Cimmeria* since before the beginning of immortal memory. Its precise origin is unknown, and much of the information about the *a-jiva* is based on pure conjecture, but some aspects of its present nature have been accurately established.

The *a-jiva* particles are monads, each unit sufficient unto itself, though they have a tendency to cling together. This is not life as it is known to other worlds of the Existence. The *a-jiva* do not grow or reproduce. They require no known sustenance to survive. They have no conscious intelligence, but they do possess a sort of instinct, perhaps because they are incorporeal, to inhabit any available physical form. Since there is no animal life in *Cimmeria*, the *a-jiva* are limited to what sedentary forms do exist there: in some cases, odd forms of plant life, and, primarily,

^{*}Ki-Ma'areh: "for it is barren (desolate)."

[†]The last recorded instance of such travel was during the War of Independence. Celestial troops, denied passage of the Bridge by Heimdall—whose function is to repel all invaders, no matter from whence or to whither—and were forced to use the Cimmerian Ways to reach Hades.

[‡]cf *The Forsaken Land: Essays and Observations on Cimmeria*; joint publication by Infernal and Celestial Arts Publishers, 1746 AI. Also, Abaris' *History of the Galaxy* is an excellent sourcebook on the Immortal Kingdoms and the BiFrost, as well as the Cimmerian Ways. See Appendix D.

features of the land itself; and this tendency imparts to the region a macabre kind of animation.

So long as the a-jiva inhabits inert objects, it is itself immobile, since it is perforce restricted to the extent of that object's natural limitations. But it will readily desert one form for another more "suitable": the danger, then, lies in its preference for forms that have their own mobility, and in its even greater attraction to intelligence. Should the a-jiva invade an intelligent mind, it would present a double threat: first, in that it does exert complete control over whatever it possesses; and second in the possibility, however remote, that the a-jiva may itself acquire a vestige of conscious thought—and with it, conscious purpose.

The a-jiva seems to be drawn to sensate beings by that attribute which they alone possess, and which imparts to this eerie life-force an added vitality—emotional reaction. Although it is capable of existing indefinitely in its unconscious torpor in Cimmeria, once given the opportunity to feed on emotions—the most powerful of which are, of course, those negative reactions, like hatred and fear, which the a-jiva itself inspires—it will actively seek out yet further sources to satisfy its terrible craving.*

The a-jiva cannot be destroyed; it has already been reduced to the lowest level of existence. Once it has taken possession it can be expelled only by destroying the body it inhabits: a delicate operation in the case of an intelligent being, for to preserve the original identity, it must somehow be separated from the a-jiva and given a new body to inhabit, without attracting its erstwhile possessor to either that new body, or to those performing this task. The safeguard is that the a-jiva appears to have no long-range mobility of its own, and as long as it is confined to Cimmeria, it can at least be avoided.

As to the origin of the a-jiva, there are only legends, handed down from the oldest of the angels, concerning races of beings which now no longer exist, or life-forms which were drastically altered, or utterly extinguished. Whatever the original nature of these beings, mortal or immortal, all were evidently made of some substance entirely different from those which form current races, and all possessed of some flaw which made their continued existence impossible.

It is evident merely from examination of peoples which now exist that the Creator has an infinite capacity for invention, and that He is continually experimenting with new types of beings, and different kinds of matter from which to form them; to what end is His concern alone. We know, for example, that the Ymir are of a completely different substance than any other race of people; we know, too, that the a-jiva predate even the Ymir, who are probably the oldest intelligences now in existence. Whether the entire body of a-jiva is composed of experiments in creation that were later withdrawn, or whether a portion of it predates even that, and is a substance from which the Creator draws in the making of yet newer life, is not likely to be known, for independent investigation into the Cimmerian mystery is discouraged by the Supreme King.

*How much of this fear is brought to Cimmeria, and how much is generated by the a-jiva, it is impossible to determine. But no one is permitted to enter this region fully conscious—any sensate being who must take the Cimmerian Ways is always drugged almost to torpor himself to avoid attracting the attention of the Cimmerian Essence.

If the a-jiva, or some part of it, did once comprise the substance of a race or races, that would explain its proclivity to attach itself again to form; and if these races were dangerously flawed, that would explain the threat inherent in this essence now. But this, again, is speculation. The only certainty lies in that one law which rules all Existence, and that is that something once created can never be fully destroyed. It can be altered beyond recognition, *but it cannot be uncreated*. That which remains when a material, whether inanimate or containing an essence, is dissolved, is what is given to the Cimmerian Ways.

The accumulated life-force of Cimmeria is of a different nature, for Cimmeria is also the place of exile after Am-Mut: the disintegration of the essence.

Am-Mut means "the unmaking." It is the ultimate fate of any being who is truly beyond aid; a soul warped, twisted, or ill-made beyond healing. It is never used as a punishment;* generally, those who suffer this end are past knowing that they exist in the first place, or are beings to whom existence is so much a torment that the loosing of their identity comes as a mercy, and not as a retribution. The process is always a last resort, and judgement is on an individual basis and always made by the Supreme King: Am-Mut has never been applied to a group of beings in immortal memory.

The essence of these lost ones is called by immortals the Aroe. It has a presence entirely different from the a-jiva: a mournful "being" which swirls aimlessly through the Cimmerian mists, touching nowhere, unable to cling to any form. Like the a-jiva, it does not grow or reproduce, but its quantity is added to externally. The Aroe inhabits only the outer fringe of Cimmeria; if it can be said to have a function, it is to form a border which the a-jiva cannot or will not cross. It is this second essence which gives to Cimmeria its sorrowful aspect, and it is from this essence that the Creator will first draw in the making of new life.

Judges of both kingdoms are familiar with the process of Am-Mut, and with the Aroe, for no one is permitted to become a judge of souls without first being exposed to this understanding, and they will do all they can to prevent a soul from being sent to this final judgement. An ill-made being will be transferred between Hades and Edom any number of times, and given all possible types of care, before its judges will admit defeat. When this point is reached, and it happens but rarely, the lost one will be sent to the Creator Himself. Very often, He can heal where the angels cannot, but, in those even rarer cases where even He judges that there is nothing to save, the nameless entity is dispersed, and Cimmeria receives what remains.

The region of Cimmeria inhabited by the Aroe is not considered dangerous, but it, too, is not visited, unless it be by judges of souls. Greater than any danger inherent in Cimmeria is its lack of Sanction, and passage through any part of the forsaken land is a venture not to be taken lightly.

*The rumor that incorrigible souls will be "cast into the outer darkness" is based on threats used to discipline convicts, or to frighten them into attempting reform. Any being who has any shred of understanding or of identity is considered salvageable, and all efforts will be made to preserve it intact. To Immortals, Am-Mut is True Death—non-existence—and represents a horror greater than anything else can inspire.



ARTIST'S VERSION OF THE TERRESTRIAL
EXTENSION OF THE BIFROST BRIDGE.

The lefthand path of the Bridge is the Erebus Corridor, leading directly to the Gates of Styx. The Fire Gems used in its construction are, from bottom to top, Red, Orange, and Gold. The dark nebula between Hades and Edom (upper right) is Cimmeria

II.

ENTRANCE TO THE KINGDOM

Passage between the two kingdoms, as between the Immortal Universe and the Creation, is usually taken along the beautiful **BI FROST BRIDGE**.

The right arm of the BiFrost, or the original Bridge, was constructed by Celestials when traffic with Midgaard was first opened. It terminates at Petersgates, the entrance to Celestria.* The Erebus Corridor extension, which leads to the Gates of Styx, was built by Infernals in 114 AI, for use by both couriers and by incoming souls. Heimdall's Guardpost was at that time moved from the upper Bridge down to the newly-created fork (see illustration, opposite).

Mention should be made here of the Lord Heimdall, acknowledged guardian and warder of both immortal kingdoms, and the only angel whose least word is heeded unquestioningly by Infernals and Celestials alike. No soul or angel can pass between kingdoms without his knowledge and consent; although he is stationed on the BiFrost, he is aware of all travel on alternate routes as well. He checks the passcards of all voyagers and sets them on their correct path, and he is commissioned not only to prevent the unwary from wandering into dangerous side

*That is, the Terrestrial Extension of the Bridge. Unlike Hades, Celestria has many entrances, called Gates; all are coded by number, and the names of each are given for their familiarity to incoming souls (See map of South Edom for some locations). Petersgates is not the actual name of the Celestial City, but rather the name by which it is known to some Terrestrial souls.

routes, but also to alert each kingdom as to the number and nature of their incoming visitors. A single blast from the GJALLARHORN, his signal trumpet, will bring mounted and fully armed legions from both kingdoms instantaneously to deal with any invasion he cannot handle alone.* Heimdall's knowledge of both kingdoms is acute, and his outstanding characteristic is that he is unfailingly impartial. Both Hades and Edom owe much of their security to his inexhaustible vigilance.

The first sight the traveler to Hades will see is the Utgaard Line, an imposing system of fortresses built by Infernals just prior to the War of Independence. The Utgaard Line sits on an artificially constructed "island" which runs through the middle of the Styx River: the only break in the Line is through the Gates of Styx.

The BiFrost is constructed of Celestial gemstones: the Erebus Corridor of Hadial Fire Gems. Accordingly, the Bridge is not traversable by mortals, since by its very construction it is sensitive to mortal forms.† Its reflection, however, may sometimes be seen by Terrestrials: official sources and courier data indicate that Midgaardians call this reflection of the BiFrost Bridge a "rainbow."

*The Gjallarhorn has not been sounded in immortal memory, with the exception of the first and only drill, held in 117 AI.

†Should mortals learn to locate or travel the Bridge, they would still get no further than the Guardpost, where the Lord Heimdall would see to it that they were either turned back, or released to Khwan.

The Hadial Levels

INTRODUCTION

This section of the Almanac covers basic information—economic, geographic, and domestic—about the Levels and Pits of the Infernal Kingdom of Hades. Information has been obtained directly from the official sources in each sector, to insure that these data are up-to-date and reliable.

The Tour Guide is intended to give only a brief overview of the current structure and organization of Hades. Special insert pages do provide some more detailed descriptions; in particular, maps and charts concerning several areas of interest. Information on major or well-known institutions, businesses, and personalities has also been included, although it must be noted that insofar as an address-book listing is concerned, even the Classified Directory, given at the end of the Tour Guide, is by no means complete. Fuller information regarding the Levels may be obtained from the various offices listed with each, or from the Department of Survey and Development, Ministry of Infernal Affairs. Listings of the Pits, for those who are authorized, are available from their Guardian Posts.*

*See: Pit Introduction.

"Footnotes"

Populations: The population figures for each level are given according to the 5730 Imperial Census. The tallies are not entirely accurate, since they include only the largest division of a level's total population (denizens or citizens), but they should give the reader a fair indication of where different segments of the Kingdom's nationals are concentrated. Changes in official policy over the centuries have added one complication, since citizens who have been in Hades for more than five centuries often counted in census as denizens, but even so, the citizen population now outnumbers the original settlers by more than three to one.

As noted in the History, the term "citizen" refers here to those from Terrestria only; population figures for peoples from other worlds are not given. Also not given here are the tallies for the Kingdom's native population (See: Ymir/Djinn), primarily because it has been found to be a monumental task to arrive at even a conservative estimate.

Locations: Directional indications in the text are relative. It is important to note that we are speaking in galactic terms, of a kingdom which occupies a full third of its universe: terms such as north, south, east, west, "lower than," or "above," are given for reference purposes only.

Due to space limitations, the maps which have been included show major sites only. Information regarding locations not named in the text or placed on the maps may also be obtained from Level or Pit authorities. The map of the Pits is purely representational, showing their relative shapes, sizes, and noted sites only. The actual placement relationships of the Pits of Hades is shown in the Pit Guide, section second of this work.

Travel: The construction of the Gate of Horn has made travel within the Kingdom much simpler, and although the original roads are still available to the more leisurely voyager, the Gate provides instant transportation from anywhere to anywhere in the Upper Kingdom. Traveler's Information Stations near the Gate entrances provide detailed maps and tour guides on request, and visitors will find that additional stations are conveniently located at various points throughout the Levels.

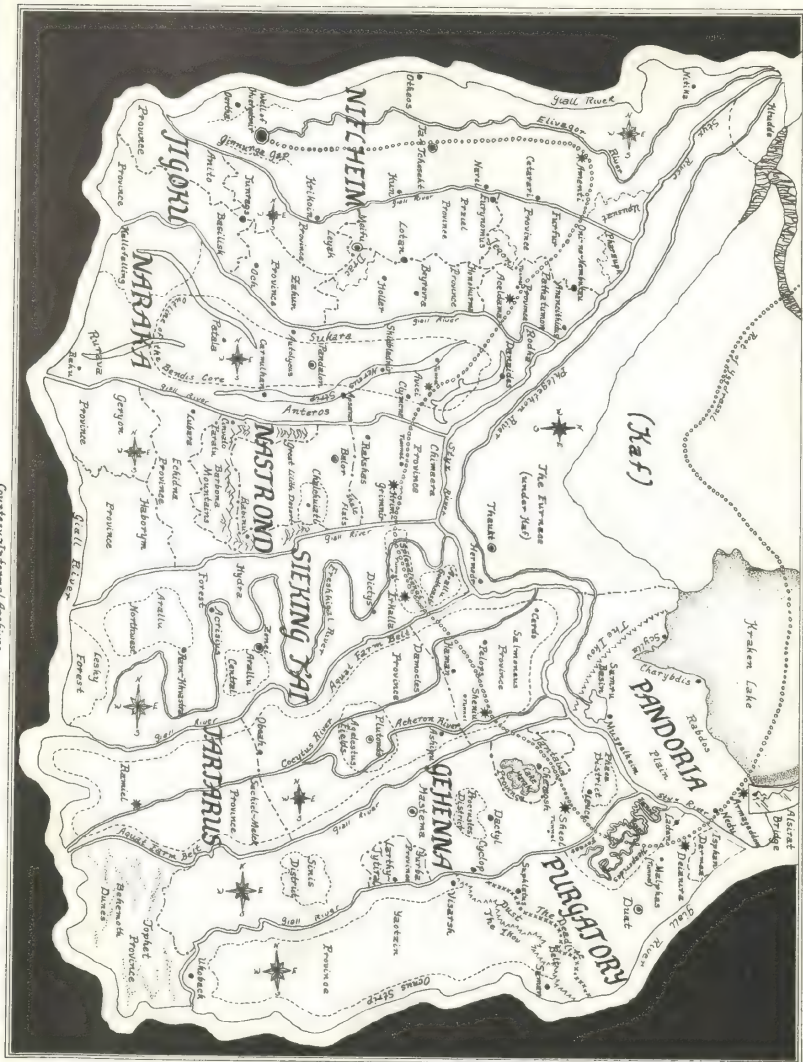
Hades' major artery is the Invictus One Highway, which follows the root of the Yggdrassil through all the Levels and Pits of the Infernal Kingdom. The administrative centers of all sectors have been built along this important thoroughfare. It is

interesting to note that the "main streets" of the Level Capitals have all been named Horn Boulevard, while in the Pit Guardian Posts, they are called Ivory Boulevard: all these streets lead directly to the Invictus One Highway.

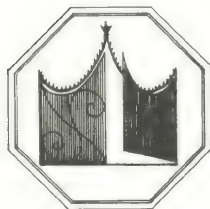
The Editors join the Infernal Government in extending our warmest greetings to all visitors to the Realm, and in expressing the hope that your stay with us, be it temporary or permanent, will be a pleasant one.

WELCOME TO HADES.

The Stellar Almanac Tour Guide has been compiled by the Department of Courier Affairs, Office of Information Dispersal, in co-operation with the Infernal Archives, in this Year of Our Emperor, 5734.



LEVEL ONE



Official Name: ASGAARD. *Nickname:* "Old Dominion."
Area: 2,972,081 cubic light-years (Rank: Seven). *Population:* 11,537,000 million nationals. *Capital:* Styxvilla.
Governor: Charon. *Lt. Governor and Keeper of the Gates:* Cerberus. *Emblem:* On a red field, the outline of the Styx Gates in black.

Land and People: ASGAARD is located in the northeasternmost sector of Hades. Bordered on the north and east by the Styx River, on the west by Limbus, and on the south by Pandemonia, it is the highest land in the Realm. Its principal waterway is the Styx, which begins here and flows around the entire Kingdom.* Asgaard's only internal river is the Njorthr, a turbulent but navigable stream which originates at Noatum and follows an erratic course northeastwards, emptying finally into the Styx.

Asgaard has an uneven climate with very little natural vegetation, although parts of the level have been forcibly converted into farmland, particularly the area just outside Styxvilla. The terrain is rugged and treacherous, and, as a result, eminently defensible by a force familiar with its eccentricities.

Roughly seventy percent of the permanent population of Asgaard is composed of military or paramilitary personnel: both the operational offices of the Department of Courier Affairs and the major military bases of Hades are located here. The civilian population is largely made up of administrative officials, most of whom live and work in the capital.

*The Styx becomes the Giall River when it passes Kraken Lake, the entrance to the Pits.

The first inhabitants of this level were the Norns, descendents of the race of Ymir, who are the original intelligences of Hades. This ancient race generally takes no part in the civic or administrative functions of Asgaard, preferring their traditional task of tending the Sar Yggdrassil. No Infernal nationals are permitted to interfere with their comings and goings, and, other than the note that their number is divided into three distinct groups,* no population figures are available on the Asgaard Norns.

Economy: Asgaard is the only entrance/exit port of the Infernal Kingdom and as such, it is an important nucleus for commerce, shipping, and transportation. Although Styxvilla is one of the smallest of the level capitals, it is the national center for foreign trade and travel. Its immigration agencies, customs offices, and tourist information stations are capable of handling an almost unlimited number of visitors each year.

The level is served by a highly efficient communications and transportation network. Its leading cities and towns are connected by an extensive, all-weather highway system, and all but the most remote areas are connected by secondary roads. RIVER ROAD, originally constructed as a troop transport thruway, is now a scenic highway which completely encircles Asgaard. Although it enters no major cities except Styxvilla, it is the traveler's best route to almost any location in this level. Most of Asgaard's main highways empty into River Road at various points along its length, and exit ramps have been constructed to serve those areas it bypasses. Large directional signs have recently been conveniently posted at all major interchanges.

Asgaard was originally structured to serve as the first line of defense against invasion, and many of its former military sites are now open to the public as museums and national shrines. The land of the first settlements in the Infernal Kingdom, its primary industry is tourism.

Sites of Interest: The three major cities in Level One all serve primarily as transfer points to other localities. Of these, the capital city, as the location of the major administrative offices and agencies, is the most representative of Asgaard as a whole.

STYXVILLA. The first permanent settlement in the Infernal Kingdom, Styxvilla was officially founded on 16 Libra, 1 AI. Many of its streets have been named for the fifty-odd cities and counties in the Celestial province of Asgaard, for which this level was named. It is one of the few cities in Hades whose public buildings and private homes reflect Celestial architecture. Most of its original structures have been restored, so that the city takes on the attribute of a living museum (see map).

*Urdhr, Verthandi, and Skuld.

Styxville was the capital city of the Infernal Kingdom until the beginning of the Fifth Century AI, and it has maintained its standing as a hub of commerce and communications to this day. It is the only city in Hades—with the exception of the capital—which contains both the Level and Pit extensions of the Invictus One Highway. IVORY BOULEVARD, which leads to the Pits, is a submerged, covered roadway for its entire length in Asgaard, becoming an open highway only after it crosses Alsirat Bridge (see map of Hades). HORN BOULEVARD is the direct route to the Hadial Levels: the junction of Horn and Hades is the administrative center of Styxville.

The capital of Asgaard, Styxville is the site of the GATES OF STYX, the sole entrance to the Infernal Kingdom, and the only Infernal structure located on the far side of the Styx River. CHARON BRIDGE, which spans the Styx, is a fairly new structure, built to replace the unwieldy and outdated Styx Ferry, once the only means of crossing the River from the Gates.

Once across the Styx, a visitor to Hades must enter the OLD STYX FORTRESS. One of the first structures built on Infernal soil, this historic building now serves as the Central Reception Center for all incoming travelers.

Many of Styxville's historic sites were originally military compounds or government buildings during the War of Independence. One of the most popular tourist attractions in the city is the CAERLEON MAZE. Now the formal gardens of LUC MONT PALACE, the Maze was formerly a training ground for colonial militia. AEOLUS ARMORY, once located within the Maze, was the central munitions supply depot for the Independence Legions, and is now a national museum. The center of Caerleon Maze is still used as a parade ground on public occasions.

The historically-minded tourist may also be interested in the SCHRIM'NIR TAVERN, a quietly old-fashioned restaurant that was the site of many clandestine political meetings during the Last War.

Immediately outside Styxville's city limits is URTHARBRUM WELL, whose waters nourish that root of the Yggdrassil which terminates in Asgaard.

GARM CITY. Located in Western Asgaard, Garm City is the site of the GATE OF HORN, the eight extensions to which are the entrances to the other levels of Hades.

BARQUEST CITY. Sister city to Garm, Barquest City, in southern Asgaard, is the site of the IVORY GATE, the primary entry and exit port to the Pits. As in all Infernal cities which serve the Lower Kingdom, entrance to Barquest poses some little difficulty. Tourism is not encouraged and travelers are advised to carry authorized exit permits before they attempt to visit here.

NOATUM. Located in Northern Asgaard, this secluded bay is the source of the Njorthr River (see above). Noatum Harbor is the site of the largest shipyard in the Upper Kingdom, and its resident craftsmen boast that only a ship which can weather the capricious STRAITS OF BALLAMBANGJAN can ever be considered truly

THE LEGIONS

THE PARAMILITARY

ALAL VASH (1000 forces)

ALAL ENJIL (1000 forces)

CONAN CORPS (combined service)

CADMUS CORPS (militia)

FALLAS CORPS (1000 forces)

ASHER (1000 forces)

ALU SAMUKA (1000 forces)

CONAN CORPS (combined service)

Because they are part of a guardian service which must be available for assistance or advice in any situation, members of the IKAF are required to show identification at all times. The Service Branch Insignia is displayed on the headband, and worn both in uniform and in mufti. A list of IKAF civilian police duties is available from the Ministry of Defense.

Rank designations were originally identical for all branches of the Service. When the Courier Service was divorced from the military proper, it adopted its own designations, some of which are simply translations of the original title into a Midgard tongue. Given below are correspondences between the military and the Courier Service, and a description of the primary responsibilities of each rank holder. An attempt has also been made to relate IKAF status with similar Midgard ranks.

Reprinted by permission from the booklet: *How to Recognize Your Military Personnel*. IKAF
Ministry of Defense Bulletin No. 5731/04/V. 5731.6 AI.

seaworthy. FIDDLER'S GREEN, which adjoins Noatum, has become a favorite recreational center for most members of both the Infernal Navy and the Merchant Marine.

GANSANGRE FIELD. Originally code-named "Nine Bows," Gansangre Field occupies the entire northwestern sector of Asgaard. It derived its name from the nine Independence Legions, each recruited from a different sector of Hades (seven Levels and two Pits), which were formerly stationed here as the last line of Asgaard Defense. The site of many of the major battles of the War of Independence, Gansangre Field is now maintained as a national shrine.

Level Defense: Hades maintains its military as disaster units, for it has been found that the specialized discipline and operational readiness of an armed force makes it ideal for this purpose. Most nationals have taken advantage of the technical training offered by the militia, and about half of Hades' civilian population are semi-permanent members of the Cadmus Corps (Militia), so that minor problems can usually be handled on the spot, without the need for reinforcements.

The Legions, on the other hand, is a permanent organization which has not only the skills but the necessary equipment to deal with major accident or natural disaster. This carefully trained, remarkably efficient service is made up of firefighters, flood control experts, medical personnel, and other skilled technicians who come highly recommended from the ranks of the paramilitary.*

Four of the five original military bases of the Infernal Kingdom are located in Level One. Because Asgaard is the site of both the Horn and Ivory Gates, and thus provides immediate transportation to all sectors of Hades, these bases remain operational.†

RIMMON AIR FORCE BASE lies at the eastern edge of Gansangre Field. Its commander is Ser Zetes Bellerophon Calais.

NAGLFAR NAVAL BASE, commanded by Ser Iameth Hyrmir, is located at the mouth of the Njorthr, in the northeasternmost point in the level.

APOCALYPSE CAVALRY BASE is located just north of Styxvilla, and commanded by Ser Abigor Yesod Ophanim. **ARION**, the almost legendary warhorse of the Emperor of Hades, and unrideable by any but its Master, is stabled here.

*The Guardian Corps: Coast Guard, Air Reconnaissance, Police, etc. See also: Appendix C, THE IMMIGRANT'S GUIDE.

†See also: Götterdämmerung, Level Seven; and Ragnarok, Level Eight.

CURETES ARMY BASE, commanded by Ser Penthesilea Bradamant, is located in southwest Asgaard and, with Nine Bows, originally served as the most important unit of Level Defense.

ASGAARD has often been called the "Ellis Island of Hades."

Information regarding this level has been obtained from the following source:

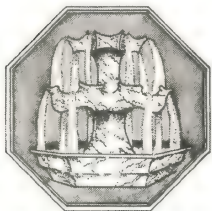
THE INFERNAL NATIONALS ADMINISTRATION, LEVELS

13 Hades Boulevard

Styxvilla, Level One

Individuals desiring a more complete directory of Asgaard may contact the office of the Director of the INAL: Hela Nephthys.

LEVEL TWO:



Official Name: LIMBUS. *Nickname:* "By Choice Level." *Area:* 2,596,923 cubic light-years (Rank: Eight). *Population:* 13,793,000 million citizens. *Capital:* Alaraf. *Governor:* Oannes. *Lt. Governor and Counselor to Souls:* Bali. *Emblem:* On a green field, a white marble fountain, flowing with sparkling clear water.

Land and People: LIMBUS is located due west of Asgaard, in the northern sector of Hades. Bordered on the north by the Styx River, on the south and west by Dyonesia, and on the southeast by Pandemonia, this level lies approximately 300 light-years lower than Level One. Entrance to Limbus (from outside the Kingdom) is through the Gate of Horn, First Extension, from Asgaard, or over the Asgaardian Falls of the Styx River.

The climate here is hot and dry, but the arid barrens of the Limbus plateau are occasionally relieved by that miracle of the desert, the oasis. It is at these sites that the major university cities have been built. Limbus has no rivers, but artificial canals have been constructed to expand the reach of its oases.

More than ninety percent of the permanent population of Limbus are Sinuhé,* former mortals who chose to immigrate to Hades despite inducements offered elsewhere. It is from their expressed convictions that this level derives its unofficial name (see above). Limbus also has a large floating population made up of students

*Sinuhé means "I Choose," or, more specifically, "I choose *to be*," denoting a basic moral or ethical choice. See Appendix B: THE STELLAR NAMES.

and temporary teachers from all parts of Hades; and, as the first residential level in the Kingdom, it also serves as an absorption center for most new immigrants. The educational administrators of Limbus, who determine the curriculums of the Infernal universities, are called Korrigans in the official language; they make up about five percent of the population of this level. Limbus' Korrigans have become expert at formulating training programs to supply all of the Kingdom's needs, whether it be to found a new college at one of the existing universities, or to assist business firms elsewhere in Hades in establishing apprentice programs of their own.

The first residents of this level were those Bondservants who had been sent to Hades by Celestria; Limbus remained the home of Infernal Bondservants until some time after Purgatory was opened up. The present Immigrant Absorption Center was founded because so many of these displaced souls were unskilled,* but it was the Sinuhé who provided the real impetus in practical education from which the first universities of Limbus evolved.

Many of those souls who had immigrated to Hades before 300 AIt voluntarily transferred to Limbus during the War of Independence to assume guardianship of the Bondservants, and thus clear Lucifrians for military service. While not asked—and often, for their own safety, not permitted—to actively participate in the actual fighting of the War, these citizens contributed heavily to Asgaard Defense by forging weapons and organizing supply lines, a morale factor that is still gratefully remembered. In the process, they created workshops and small industries in Limbus, often teaching Bondservants to act as their assistants. After the War, most of these artisans remained in Limbus to continue the industries and training programs they had started, proving themselves more than capable of altering the range of their production to meet peacetime requirements. The increasing demand for skilled labor, combined with the influx of new immigrants, had the effect of expanding existing industries and making new training centers spring up literally overnight. The universities which now take students from all parts of Hades began as privately-run workshops oriented to specialized fields of production.

Economy: Limbus is the professional and educational center of Hades. The universities are college complexes, in which each field of study has its own school: it is from these academies that the Infernal Kingdom draws the majority of its skilled craftsmen. The demand for a new product or technique creates a training center to supply it, and the efforts of those immigrants who elect to remain in Limbus and establish their own businesses here have given this level what is probably the most varied economy in Hades.

The variety of books and research materials in the Limbus university libraries is unequalled except by the catalogues of the Infernal Archives, and curriculums offer an overwhelmingly diverse range of academic concentrations. The site of the major training academies in Hades, Limbus' primary industry is education.

*The Purgatory Training Schools, in fact, echo Limbus Universities, and most former Bondservants still complete their training on Infernal Level Two.

†See under: HISTORY OF THE COURIER SERVICE.

Sites of Interest: There are nine major universities in Limbus, including the Immigrant Absorption Center: many of them sponsor branch colleges in other parts of Hades. Limbus universities are self-governing, self-supporting city units, called Fountains (Absu) of Knowledge. The term "academy" is a deceptive one, for the emphasis in Hades is on practical education, and these training centers are operated as productive businesses.* Most of the colleges have standing contracts with firms outside of Limbus, which may call for anything from training artisans in needed skills to providing a finished product. THE DYONESIAN REVELS, easily one of the most celebrated "products" of the Limbus academies, presents the best picture of the origin and operation of a university city.

The Revels originated in Dyonesia as a small company of dancers and musicians which gave excellent but sporadic performances and occasionally managed a tour. The company's productions eventually attracted both backers and bookings, but in spite of their increasing popularity, they were unable to expand their programs for lack of personnel. Like most businesses in similar straits, they contacted the Absorption Center in Limbus and offered both to hire any available theatrical craftsmen, and to train interested immigrants in theatre arts in exchange for their contract to work with the Revels. Many of the immigrants who agreed to the offer were attracted as much by the glitter of theatre as by the guarantee of employment, and the interest of craftsmen in other fields soon enabled the Revels Company to expand its program from variety format to legitimate theatre.† A college of theatre craft was established at Absu Odhrevir (see below), where "students" began as unpaid apprentices and progressed from technician, to journeyman, to master craftsman in their own particular theatrical speciality. The increasing demand for theatrical craftsmen and the swiftly growing theatre audience in effect produced an independent academy, and the Infernal University of the Performing Arts now not only provides established companies with artisans but boasts several fine troupes of its own.

The Immigrant Absorption Center, the CAMAYSAR HADES, is located in Alaraf, the capital of Limbus, and its Korrigan, Zuhé E. Tages, is supervisor of education for the entire level. The primary objectives of its curriculum are to give new immigrants a solid basis in the language, culture, and laws of Hades, and, after an initial settling-in period, to provide information regarding employment opportunities, housing, and other subjects important to their new lives. Several of the now inde-

*Any university can sponsor a college or school which provides basic education but is itself a financial loss, and many do, but that loss must be absorbed by the university itself. With the single exception of the Absorption Center, none of these universities are supported by government funds: on the contrary, they are expected to *pay* taxes. Courses are available in theoretical subjects like the philosophies, but only as they relate to more practical fields, and the general consensus of opinion is that any student who wants an education for the sake of scholarship alone, and has no interest in learning to apply his knowledge, belongs in Edom, not Hades.

†The Revels Company now owns at least a part interest in many of the theatres on its circuit, and performs not only in Hades but in Celestria as well.

pendent universities are offshoots of this academy, and Alaraf City contains many of the original forges and supply depots of the War of Independence, some of which have been converted to peacetime production and are still in operation. The Absorption Center, incidentally, is where new immigrants will receive their copies of the *Stellar Almanac*.

The Infernal University of the Science Arts, City of ABSU RAVANA, was one of the first training centers to become an independent academy. The ARS ACHAI AH, Ravana's College of the Pure Sciences, boasts the finest and most well-equipped research laboratories in Hades. Its College of the Applied Sciences, the ARS SURTYR, offers professional training in the Science Arts, and also provides industrial training. The Surtyr Medical Center, fast becoming a city in its own right, graduates more than sixty percent of all members of the health professions in Hades. Psammeead Abaris, Korrigan of Absu Ravana, is recognized by both kingdoms as the foremost authority on the Stellar Sciences.

The Infernal University of the Business Arts, City of ABSU KAROON, developed from the efforts of Sinuhé to assist new immigrants in establishing businesses of their own. Under the direction of Butator Zalambur, the academy not only provides professional and management training, but also graduates the Kingdom's economics experts. A new and welcome addition to the curriculum is the College of Consumer Arts, oriented toward providing private citizens with an understanding of business theory and economics.

The Infernal University of the Communications Arts, City of ABSU ARESTHUSA, was the first academy in Limbus oriented primarily toward the training of Infernal nationals. Its curriculum covers both the theoretical and applied communications fields. The ARS KIRTABUS, or College of Applied Skills, supplies the Kingdom with the majority of its skilled scribes, and the ARS AGURES, a specialized "finishing school," graduates the majority of Infernal Couriers. Aresthusa's Korrigan is Melampus Seemurgh, himself a courier with a fine record of achievement.

The Infernal University of the Legal Arts, City of ABSU AIDOS, was originally a college within the structure of the Communications University, and a certificate of merit from Aresthusa's College of the Social and Behavioral Sciences is still required for entry here. Under the direction of Shinje Vali-Themis, its various colleges provide training in areas like criminal, civil, military, and constitutional law, and also graduate both government officers and future justices of the judgement courts.

The Infernal University of the Creative Arts, City of ABSU ODHREVIR, boasts the most diversified curriculum in Limbus, both in its Fine Arts College and in its College of the Applied Arts and Crafts. The Applied Arts' own school of scribes

Olympiad Physical Athletics			Held at Abu Akees		
Entry No.	Type	Classification	Event	Event	Event
100	TERRENE	Foot Race	STADION: a (swim)/b (hurdle)		
101			DIADOLUS: a/b		
102			DOLICHOS: a/b		
103			MARATHON: a/b		
104			Horadale: I (stadion) a/b-II (diadous) a/b		
105			Chariot: I a/b-II a/b		
106		Strength	Wrestling		
107			Panration		
108			Weightlifting		
109			Diacon		
110			Equitation: a (arm)/b (gymnastics)		
111			WEAPONS: I (swimming)/II (swallow)/III (swallow)/IV (swallow)		
112			Weapons: Horadale: I/II/III/IV		
113			Gymnastics		
114			STADION: a (swim)/b (hurdle)		
115			DIADOLUS: a/b		
116			DOLICHOS: a/b		
117			MARATHON: a/b		
118			Horadale: I (stadion) a/b-II (diadous) a/b		
119			Chariot: I a/b-II a/b		
120			Wrestling		
121			JUMPS: I (High)/II (head)/III (pole vault)		
122			STADION (wing only)		
123			DIADOLUS		
124			DOLICHOS		
125			MARATHON		
126			Gymnastics (high wire only: no wings)		
127			ALL FIELDS		
128			ALL FIELDS		
129			ALL ENTRIES		

NOTE: Any contestant using pit powers will be automatically disqualified.

Olympiad Psychic Athletics			Held at Abu Nialah		
Entry No.	Type	Classification	Event	Event	Event
200	PSYCHO	Levitism	Sustained lift (stead event: citizens only)		
201	KINESIS		Animate lift: a (swim)/b (hurdle)/c (multiple)		
202			Inanimate lift: a (weight)/b (multiple object)		
203			Resistance: I (swim)/II (hurdle)/III (multiple)		
204			Wrestling (all holds barred)		
205		Strength	Panration		
206			Resistance: ("top-o'-wax") I/II		
207		Control	Manipulation (inanimate objects)		
208			Panration (inanimate subjects)		
209			Resistance (contest of wills): a/II		
210			Conjuror: a (swim)/b (hurdle)		
211			Metamorphosis: a (swim)/b (hurdle)/c (object)		
212			Resistance: I/II		
213			Talismans		
214			Anima		
215			Opposition		
216			Levitism: a (stationary)/b (moving)		
217			Obstacle race: a (swim)/b (hurdle)/c (multiple)		
218			Avoidance of thrown objects (blindfold)		
219			Cubic perception: a (swim)/b (hurdle)/c (multiple)		
220			Reality Perception		
221			Random order: a (swim)/b (hurdle)/c (multiple)		
222			Agent (citizens only)		
223			Receptor (citizens only)		
224			Hypnotism (anti-speech prohibited)		
225			Resistance		
226			ALL FIELDS		
227			ALL FIELDS		
228			ALL ENTRIES		

NOTE: Any contestant using physical and psychic powers, etc. in unsworn body movements will be automatically disqualified.



Olympiad Competitions			300/302, Held at Abu Akees - 303/317, Held at Abu Akees - 318/332, Held at Abu Akees		
Entry No.	Type	Classification	Event	Event	Event
300	INTELLECTUAL	Strategic	Chess		
301			Poker		
302			Probability Prediction (games of chance)		
303	SCIENTIFIC	Physical	Phenomena Control: a (natural)/b (scientific)		
304			Instrument use		
305			Analysis		
306			Research Validation		
307			Environment control: a/b		
308			Metamorphosis (use of aids permitted)		
309			Genetic alteration (medicine)		
310			Android creation: a (domestic)/b (animal)		
311			Research validation		
312			Calculations		
313			Probabilities and variables: simple		
314			Analysis		
315			Research validation		
316			Inventions - demonstration		
317			Methodology - demonstration		
318			Media: one dimensional		
319			Media: two dimensional		
320			Media: three dimensional		
321			Media: four dimensional		
322			Design		
323			Free Subject		
324			Architecture		
325			Ceramics		
326			Graphics		
327			Crafts		
328			Free Subject		
329			Theatre (all applications)		
330			Music (all applications)		
331			Literature (all applications)		
332			Exhibitions, Demonstrations, and Fairs		

NOTE: All entrants must compete individually. Use of physical aids is permissible.

Olympiad Military Games			Held at Abu Akees and Abu Rawana. Check your ratings.		
Entry No.	Type	Classification	Event	Event	Event
400	TERRENE	Stamina	STADION RUN: a/b (in armor)		
401			DIADOLUS RUN: a/b (in armor)		
402			DOLICHOS RUN: a/b (in armor)		
403			MARATHON RUN: a/b (in armor)		
404			Obstacle Course: all lengths: I/II/III/IV		
405			JUMPS: I/II/III		
406			Weightlift and carry: distance		
407			EQUIPMENT: a (swim)/b (hurdle)/c (multiple)		
408			Repair: I (equipment)/II (no equipment)		
409			Transport: a (swim)/b (hurdle)/c (multiple)		
410			STADION SWIM: a/b (in armor)		
411			DIADOLUS SWIM: a/b (in armor)		
412			DOLICHOS SWIM: a/b (in armor)		
413			MARATHON SWIM: a/b (in armor)		
414			Obstacle: I/II/III/IV: a (living)/b (inanimate)		
415			Driver: a (swim)/b (hurdle)/c (multiple)		
416			EQUIPMENT: a/b		
417			Repair: I/II		
418			Transport: a/b-I/II		
419			STADION FLIGHT: a/b (in armor)		
420			DIADOLUS FLIGHT: a/b (in armor)		
421			DOLICHOS FLIGHT: a/b (in armor)		
422			MARATHON FLIGHT: a/b (in armor)		
423			Obstacle course: I/II/III/IV: all-weather		
424			Inanimate lift and carry		
425			Equipment: a/b		
426			Repair: a/b		
427			Transport: a/b-I/II		
428			Damage control and emergency repair		
429			Panic control		
430			Disaster control: all conditions		
431			Response Time		
432			Reflexes		
433			Strategy: emergency conditions		
434			Maneuvers		
435			Analysis: all conditions		
436			Professional Arm Forces competition for entry into the Coast Corps		

NOTE: Contestants are attempting to qualify for entry into the ICAP. Prior service in the Preliminary and minimum score on a written exam is required before entry into practical competition. Exams may be taken concurrently with qualifying events.

Team sports to be announced. Register names and existing records with the Gymkhana Committee.

GYMKHANA SCHEDULE														
EVENTS				TEAM		SOLO		DAYS HELD						
Game No.	Existing Record	Site Held	No. of Meets	1st Meet: Starting Time	Professional	Amateur	Professional	Amateur	1	2	3	4	5	6
Gymkhana qualifying events 16 Sagittarius thru 29 Capricorn							Watch for Schedule of Olympiad play-offs Aquarius, 5733							

Compliments of the Gymkhana Committee, Abu Akees, Level Two.

illuminates textbooks for almost all of Limbus' universities. The director of this academy is Zlar Amphion, who is not only the university's Korrigan, but was also its architect.

The Infernal University of the Performing Arts, City of ABSU NOVENSILES, is under the direction of Jubal Taliesin. Its three colleges cover the fields of theatre, music, and literature, respectively, although most of its production is orientated to companies like the Dyonesian Revels. Novensiles grew out of the University of the Creative Arts, and still receives most of its supplies from their workshops.

The Infernal University of the Athletic Arts, City of ABSU ACESTES, was, oddly enough, an offshoot of Novensiles' Theatrical College. Now under the direction of Iapetus varBahram, Acestes sponsors the Gymkhana, the Infernal Olympiad (see insert).

The Infernal University of the Occult Sciences, City of ABSU NILAIHAH, is the only academy in Limbus which was built as a separate training center according to the specifications of a single agency, and whose director is not a Limbus Korrigan. Although this academy now offers training in both Occult and Psychic Arts, its major emphasis remains in the scientific application of those fields. Proteus Agaliarept, director of this Science Academy, is a Master of Nine Rings, Temple of the Nine Worlds, Kaf (see: LEVEL NINE).

The universities are specialized institutions, since the majority of their students have already determined their field of interest, and are therefore apprentices to a specific trade or craft. It is not unusual, however, for a given student to take courses at several universities simultaneously, until he settles on the one which will give him the training he desires.

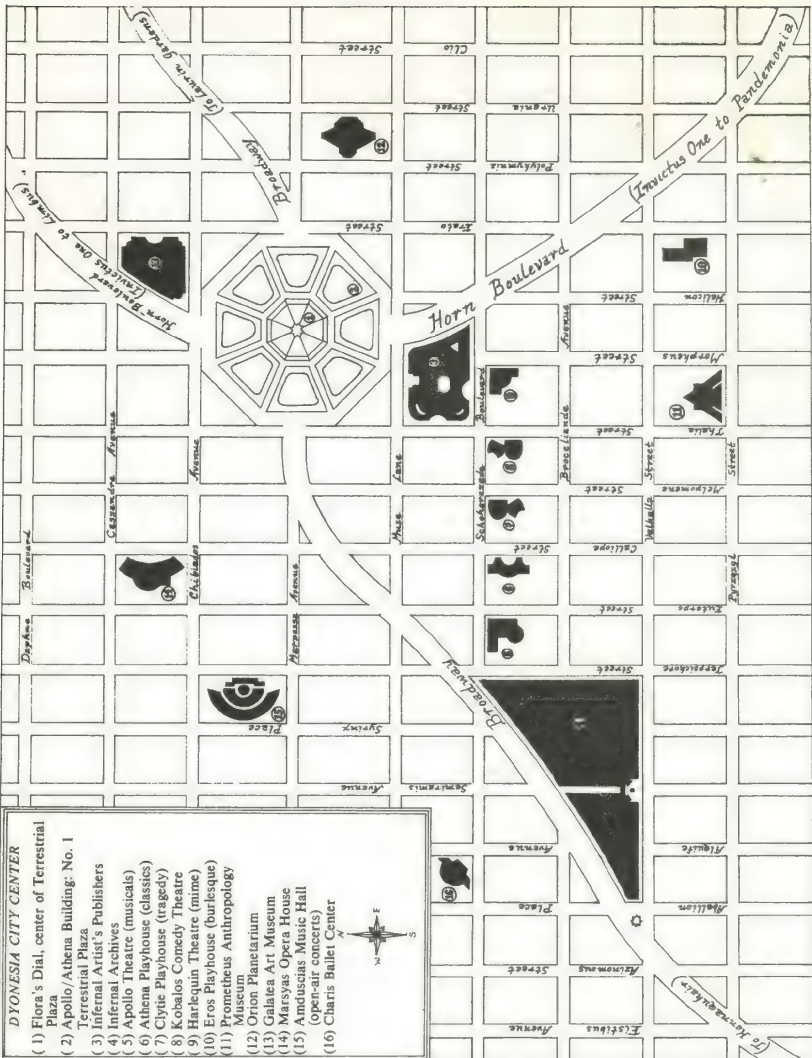
Although the universities are, as a rule, presided over by Korrigans, they are staffed and run by Infernal artisans. By Infernal Law, all teachers in all schools and universities in Hades must be working professionals in their particular fields, and all professionals must give of their time to teach, either in a training center, or by taking apprentices. The universities themselves employ a gentle form of blackmail in this respect, having made it an unwritten law that no student may be certified Master Craftsman, or recommended for employment elsewhere, unless he signs a contract with his college agreeing to teach for at least one "season."

More complete information on the Limbus universities is available from their individual records offices. Information regarding this level has been obtained from the following source:

IMMIGRANT ABSORPTION CENTER
Learning Resources/Placement Office
900 Korrigan Circle
Alaraf, Level Two
Director: Alasnam Fravashi

DYONESIA CITY CENTER

- (1) Flora's Dial, center of Terrestrial Plaza
- (2) Apollo/Athena Building: No. 1 Terrestrial Plaza's Publishers
- (3) Internal Artist's Publishers
- (4) Internal Archives
- (5) Apollo Theatre (musicals)
- (6) Athena Playhouse (classics)
- (7) Clytie Playhouse (tragedy)
- (8) Kobalos Comedy Theatre
- (9) Harlequin Theatre (mime)
- (10) Eros Playhouse (burlesque)
- (11) Prometheus Anthropology Museum
- (12) Orion Planetarium
- (13) Galatea Art Museum
- (14) Marsyas Opera House
- (15) Amudscias Music Hall (open-air concerts)
- (16) Charis Ballet Center



LEVEL THREE:



Official Name: DYONESIA. *Nickname:* "Oz." *Area:* 5,926,392 cubic light-years (Rank: Three). *Population:* 9,139,703 million citizens. *Capital:* Dyonesia City. *Governor:* Hathor. *Lt. Governor and Patron of the Arts:* Pthahil. *Emblem:* On a sky-blue field, a golden Lyre.

Land and People: DYONESIA is the third of the northern levels. Bordered on the east by Limbus, on the north by the Styx River, on the west by Typhaenos, and on the south by Pandemonia, it lies about 350 light-years below Infernal Level Two. Entrance to this level is through the Gate of Horn, Second Extension, from Asgaard, or over the Limbus Falls of the Styx River. The principal river of Dyonesia is the Nepenthe, which flows from the Styx to the southern cliffs of the level (see below: Gandercleugh), where it forms the picturesque Nepenthe Falls, which empty the river into Pandemonia.

Dyonesia has what is probably the most favorable climate in Hades. The air here is crisp and pure; there is sufficient rainfall and an abundance of natural vegetation. The landscape runs the gamut from carefully laid-out gardens to wild,

THE INFERNAL ARCHIVES

The Infernal Archives is Hades' central storehouse of knowledge, records, and information. Copies or originals of all Stellar publications, past and present, may be found in its files: Hades' central library also boasts an outstanding collection of Midgard publications.

The Archives itself is divided between two neighboring buildings. Priority materials, museum collections, and rare manuscripts are located in the Administration Building (see below: Building A); these materials and services are coded differently than are the open stacks in the Archives Library (Building B). For the benefit of Infernal nationals, the Archives publishes an annual directory of catalogue codes for open-file (i.e.: non-priority) materials: copies of contracts and other confidential materials are available with special permission only.

The catalogue and reference codes make it a relatively simple matter to locate materials in what is literally miles of bookshelves and storage space. Where a code is unknown, or where a researcher wants general information rather than a specific publication or display, it is also possible to request materials directly from a librarian under any of the following references: Form, Period, Language, Subject, Author (or Artisan), or Place/Date of Publication. The Archives also publishes catalogues of special collections and lending libraries elsewhere in Hades.

The Infernal Archives will supply copies of alien or out-of-print publications on request, for a reasonable fee which varies with the nature of the material. Further, The Archives' Buyers Catalogue (No. 11/Kh/996/5733) contains up-to-date listings of all current publications, including description, prices, and where sold. Subscribers are warned that Stellar copyright is eternal unless relinquished by an author, and its regulations are strict. Individuals requesting popular publications from Archive files are required to pay a fee each time the manuscript is ordered. Persons making unauthorized copies of new books are liable to prosecution under Section 34-A/7ulakra of the Infernal Code.

THE ARCHIVES ADMINISTRATION BUILDING HOW THE ARCHIVES FILE REFERENCE CODE WORKS

The number will be composed of five digits. For example:

VII	Kh	05	8
a	b	c	d

(a) Floor Number: Archives Building A has nine floors for storing materials:

- I. Main entering desk and filing station. Librarian service. (Permission cards for scanning materials are obtainable at the main desk upon presentation of identity cards.)
- II. Duplicating services and microfilm files. (Copy machines may be operated by Archives personnel only.)
- III. Education center. Instructions, languages, etc. Study booths and practice rooms.

IV. Museum Galleries: Tri-D materials. (Open to the public 24 hours daily.)

V. Music Galleries. Instruments, listening booths, practice rooms, etc.

VI. Planetarium and science labs. Specimens

VII. Official and Government documents: Civil and Imperial edicts, declarations, passport files, etc.

VIII. Souff for Service and Artisan Contracts, Supreme Court Records.

IX. Yggdrasil Papers, Phoenix Parchments, rare books and manuscripts, etc.

(b) Hall Number: Floors II through IX of the Administration Building are divided into 24 halls, designated Kh-W (letter codes are arranged according to the Infernal Alphabet; see Appendix A). Materials are stored or displayed according to Subject or Artisan, depending on the nature of the material.

(c) File Bank Number: Each hall contains 90 file units. In the case of museums, etc., these units will be display cabinets or stages; documents and microfilm copies are stored in cabinets.

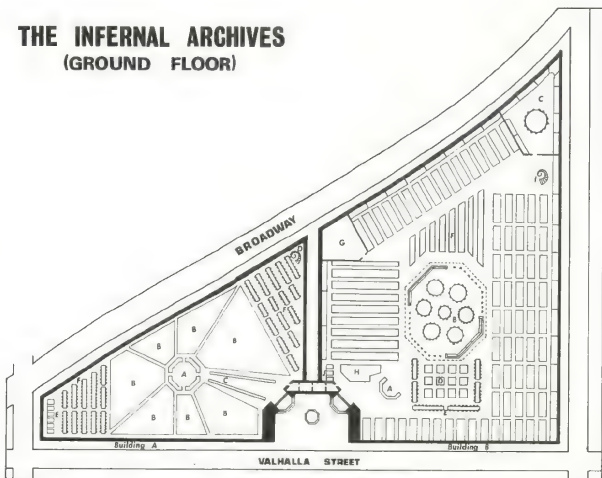
(d) Locator Number: All file units are further divided into 10 sections. For displays, the locator is mainly of use to guided tours; in the case of documents, it indicates drawer number.

The code number given above locates a specific government document, and would be printed as follows:

VII-Kh-05-8

No non-national is permitted within the Archives Administration Building unless accompanied by a member of the Guardian Corps.

THE INFERNAL ARCHIVES (GROUND FLOOR)



Archives Floor Plan Key

Building A:

- A. Information and changing desk
- B. Card files (upper floors: museum displays)
- C. Current catalogues, magazines, cardfile indexes, etc.
- D. Stairwell
- E. Transport (i.e.: "elevator") stations
- F. Reading desks, lecture hall, upper, etc.

Building B:

- A. Information and changing desk
- B. Reading Lounge
- C. Conference Room/Study Hall
- D. Microfilm files (alien or out of print books, etc.)
- E. Microfilm reading desks
- F. Current magazines, etc., on subject this floor
- G. Staff Room
- H. Library carts storage rack
- I. Stairwell
- J. Transport stations

Perimeter of area is devoted to book stacks

The number will be composed of four units. For example:

II QM5936 413 5733
a b c d

(a) *Form*: The first unit describes the nature of the publication identified.

I. *Manuscript* (books; collections, plays, stories, articles, etc.)

II. *Periodical* (newspapers, magazines, almanacs, catalogues, etc.)

III. *Dreamer* (Legal, historical, etc.)

IV. *Recording* (tapes—picture, sound, combination—records, etc.)

V. *Copy* (Microfilm, duocopy, etc. Usually applies to back issues of periodicals, to secondary copies of books, etc.)

(b) *Language*: The second unit describes the language in which the publication is written. The prefix "Q" means this particular copy is a translation from the original tongue. A combination of letter-codes (aa, Kh/M) means the publication has been printed in student's edition (both languages placed side by side for comparison).

Kh. STELLAR (Infernal and Celestial)
Y. HADIAL (Vaidrasil, or Yais, and Djinan)
M. MIDGAARD

Books printed in Midgard tongue are also number-coded to indicate specific language and world of origin. The Numbers in the 1000's indicate galaxy or sector of space; 100's are for

sun system; 10's (plus letters, if necessary) are for planet; 1's (plus decimals) indicate language. Hades is interested only in modern tongue, which makes the Infernal system of language classification somewhat less complex than the Celestial.

(c) *Subject*: The third unit describes the subject matter contained in the publication (see breakdown, below).

(d) *Source*: Where the author is known, a name or identity code is included here. In all other cases, this unit will be either a date (sometimes approximate), or a code of place of origin. All periodicals, regardless of source, are suffixed with date of publication.

The code number given above would be read as follows:

II/QM5936/413/5733

a. Periodical

b. Translated into Midgard Language No. 5936

(modern English)

c. Subject matter concerns History/Customs/ Biography

d. Published in 5733 A.I.

The publication described is the Terrenia/English edition of the 5733 STELLAR ALMANAC.

ARCHIVES SUBJECT CODE BREAKDOWN

The Archives Subject Code divides fields of knowledge into nine major categories, whose breakdown generally follows that of Limbus Universities. Each category is given 100 common divisions, arranged in ten groups of ten numbers each. The system also allows for 100 special divisions; where a particular subject acquires its own importance, its original group number will be prefixed "O," to create a separate classification. (For example: 810 designates the Physical Occult Sciences; 0810 specifies Alchemy, which has grown into Hades' major field of study.) Minor refinements, for new fields of interest, are also possible with the use of decimals. (For example: 119 is generally alteration of physical laws (mundane); 119.65 is Genetics.) The Archives Subject Code is updated regularly to allow for changes in subject emphasis; in the Archives Library, the shelves are numbered, rather than the books.

SCIENCE ARTS: 100-199 (0100-0199)

- 100 Pure Science: Reference/Research
- 110 Physical Sciences
- 120 Biological Sciences
- 130 Mathematical Sciences
- 140 Applied Science: Reference/Research
- 150 Agricultural Sciences/Environment
- 160 Medical Sciences
- 170 Technology/Industry
- 180 Manufactures: Inanimate
- 190 Manufactures: Animate

CREATIVE ARTS: 200-299 (0200-0299)

- 200 Fine Arts: History
- 210 Design/Decoration
- 220 Media/Dimensions/Techniques
- 230 Drawing/Painting/Sculpture
- 240 Applied Arts: History and Practice
- 250 Architecture/Interior decorating
- 260 Land Sculpture
- 270 Crafts and skills/Carpentry
- 280 Graphic arts
- 290 Mechanical arts: Prints/Image making

BUSINESS ARTS: 300-399 (0300-0399)

- 300 Business Theory: General/Reference
- 310 Economics and Trade Cycles: History
- 320 Practical Economics
- 330 Business Application: History/Reference
- 340 Management and Administration
- 350 Marketing and Distribution
- 360 Professions in Business: Employer/Employee
- 370 Industry and Manufactures
- 380 Investments and Trade
- 390 Consumer Arts

COMMUNICATIONS ARTS: 400-499 (0400-0499)

- 400 Social Sciences: General
- 410 History/Customs/Biography
- 420 Geography/Environment
- 430 Behavioral Sciences: General
- 440 Psychology/Philosophy
- 450 Anthropology/Sociology
- 460 Language skills/Speech/Linguistics
- 470 Communications: Journalism/Media/Publicity
- 480 Courier Art: Public Relations
- 490 Logic/Persuasion

PERFORMING ARTS: 500-599 (0500-0599)

- 500 Theatre: Crafts and Techniques
- 510 Theatre Arts: Acting/Directing/Play Production
- 520 Anthologies: DRAMA
- 530 Music Theory/Composition
- 540 Music Arts: Performing/Conducting/Instruments
- 550 Anthologies: MUSIC
- 560 Literature: Crafts and Techniques
- 570 Prose Fiction
- 580 Anthologies: SHORT PROSE
- 590 Anthologies: POETRY

ATHLETIC ARTS: 600-699 (0600-0699)

- 600 Athletics: History/Records
- 610 Team Sports/Competitions
- 620 Individual Sports/Games
- 630 Performance Skills: Circus/Dance/Rodeo
- 640 Recreation/Hobbies
- 650 Health
- 660 Exercise/Gymnastics
- 670 Training/Equipment/Weapons
- 680 Military History
- 690 Military Science and Techniques

LEGAL ARTS: 700-799 (0700-0799)

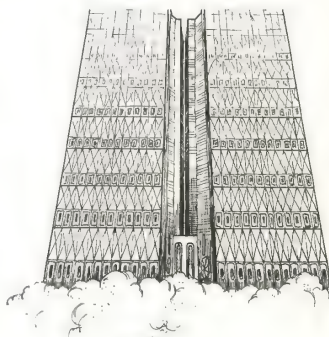
- 700 LAW: Reference/Court Cases/Records
- 710 LAW: History/Legal Reform/Ethics
- 720 Civil Law/Commercial Law
- 730 Criminal Law/Penal Codes
- 740 Judicial Law/Karma-Ma'at
- 750 Constitutional Law/Common Law
- 760 Military Law
- 770 Interkingdom Law/Stellar Law
- 780 Political Science/Political History
- 790 Public Administration

OCCULT SCIENCES: 800-899 (0800-0899)

- 800 Occult Sciences: General
- 810 Physical/Biological/Prophetic
- 820 Occult Arts and Crafts: General
- 830 Talismanic/Sorcery
- 840 Psychic Sciences: General
- 850 Psychokinetic/ESP/Preognition
- 860 Psychic Arts and Crafts: General
- 870 Magic/Hypnosis/Miracles
- 880 Religions and Beliefs/Philosophy
- 890 Superstitions and Metaphysics

CAMAYSAR HADES (GENERAL): 900-999 (0900-0999)

- 900 Cultural Adaptation and Absorption
- 910 Immigration Laws and Aids
- 920 Foreign Languages
- 930 Language Instruction
- 940 Education: History and Techniques
- 950 General Reference Works
- 960 Library Science
- 970 Research Techniques/Bibliography
- 980 Societies and Organizations: Special Publications
- 990 General Catalogues



The Archives Building
40-60 Valhalla Street
Dyonesia City

tangled undergrowth and untouched forest preserves. This level also contains several fertile valleys and rich pasturelands, particularly along the Nepenthe River and in the southern plains; although Dyonesia is far from being a region of farmers, it is one of the few levels in Hades which produces all its own food (see also: BIMINI). Besides the Nepenthe, there are a number of secondary rivers (not shown), and most travel in Dyonesia is by water.

This level has long been the locale of the homes and studios of the Resident Artists of Hades. As in Limbus, the population of Dyonesia is primarily composed of former mortals, who, in this case, make up nearly eighty percent of the level total. Less than one-third of these are Contract Artisans;* the majority were trained in Hades, either as apprentices or at university centers. The official title for a Master Craftsman in the Infernal Kingdom is Tziel,† but the artists of Dyonesia, partly to distinguish them from more practical craftsmen, and primarily out of affection, are often referred to by residents of other levels as the Mazikeen.††

Dyonesia was settled by the earliest immigrants to Hades, who were sent here because the land was more tractable, and because it would be easier for them to adapt to the climate; it was the climate, also, which later attracted its present population. The level had, from the first, a relaxed and easy-going atmosphere, though its mood has altered from the pastoral to the light fantastic. The Mazikeen are a hard-working and enterprising people, and, where others are concerned, generous almost to a fault. They are capable of an exacting discipline in their professional lives, but they are capable, also, of an extravagant whimsey, as when, in 5725, the residents of Dyonesia City voted municipal funds to pave their portion of the Invictus One Highway with yellow brick.

Economy: Probably the best-known and certainly the most-visited level in Hades, Dyonesia is the cultural center of the Infernal Kingdom. Its theatres, night clubs, art galleries, sports arenas, museums and concert halls are among the attractions which draw hundreds of thousands of visitors each year, and the skills of its artists, designers, architects, and theatrical entertainers are in demand in all other parts of Hades. This level ranks high in the production of hand-crafted items, both luxury and consumer goods, and its publishing houses turn out most of the Kingdom's books and magazines.

Criss-crossed by navigable rivers, Dyonesia has what amounts to a natural highway system; and majestic passenger liners supplement the public transport ships here. The only major surface road in this level is the Invictus Thruway, built to connect the two extensions of the Invictus One Highway that follow the roots of Yggdrasil through this level (see map).

*See: Immigrant Dispersal Act, under HISTORIC DOCUMENTS.

†"Maestro." (sic)

††The term Artisan includes both artists and scientists; Hades recognizes both these fields as creative arts. MAZIKEEN literally means "little magician"; a wonder-worker—but in this application of the word, the Dyonesian Tziel are being called "agents of magic and enchantment."

Besides the output of its artists, Dyonesia also produces most of the luxury food-stuffs of the Empire (see below: Laminak City), and houses many resort areas and vacation sites. The site of more than three-fourths of the Kingdom's theatres and concert halls, Dyonesia's major industry is entertainment.

Sites of Interest: Partly because of the ready availability of transport, the settled areas in Dyonesia tend to be more widely scattered than those in other levels. Most of the sites listed as "urban areas" are in reality no more than small towns, or, in some cases, villages which serve only as economic centers for even more isolated country homes. While this first tendency results in an air of comfortable serenity many visitors find appealing, it is the latter arrangement which is more to the point, providing, as it does, a measure of privacy for those of the level's inhabitants who require it.

DYONESIA CITY. In accordance, however, with Dyonesia's tradition of absolute contrasts and exceptions to the rule, its capital is not only the largest city in the level, but also the second largest city in Hades. Dyonesia City is a microcosm of Level Three, from the bright and bustling **CENTER CITY** (map), where the majority of its theatres and museums are concentrated, to the **MNEMOSYNE VILLAGE DISTRICT**, on the outskirts, one of the most attractive residential areas in Dyonesia Level. **TERRESTRIAL** (or, *Gaea**) **PLAZA**, the center of administration for the city, and site of most of the level's civic offices, is also the location of the universally famed **FLORA'S DIAL**. The most elaborate timepiece in the Kingdom, the Dial is made entirely of living flowers. (See overleaf for details.)

The **Infernal Archives** is located in Dyonesia City Center; the **NEW ARCHIVES BUILDING**, built in 5705, covers nearly four city blocks, and occupies almost as much space as the whole of Terrestrial Plaza. Its original building has become the **GALATEA ART MUSEUM**. **Infernal Arts Publishers**, on the opposite side of the Plaza from the Museum, is the oldest and largest publishing house in Hades.

The city's theatres, of which the best-known are shown on the city map, are resident companies which generally specialize in a particular type of production: variations in their bill are provided by touring companies, such as the Dyonesian Revels.

LAURIN GARDENS VILLAGE. Located in the eastern part of the level, Laurin Gardens is the prototype of the Dyonesian Studio Village. Each of its homes was

*The reference is actually to the whole of Midgaard, rather than to any particular world. All peoples call their home planet "Earth" (or some similar name); the word "Gaea" (earth) simply gives the same name to their new home. Dyonesians retain a great interest in the mortal universe, as evidenced by Orion planetarium, and the several anthropological museums. The Plaza derived its name originally from the fact that courier extension offices, which serve Dyonesia's contract artisans, are located here.

CODE TO FLORA'S DIAL

I. Dial of Flowers that Open at Stated Hours:

(FIRST TWELVE HOURS)

- 0100 (Scandinavian Sowthistle closes)
- 0200 Yellow Goat's-Beard
- 0300 Common Ox-Tongue
- 0400 Hawkweed (dandelion)
- 0500 White Water-Lily
- 0600 Spotted Cat's-Ears
- 0700 African Marigold
- 0800 Scarlet Pimpernell
- 0900 Field Marigold
- 1000 Red Sandwort
- 1100 Star of Bethlehem
- 1200 Ice Plant

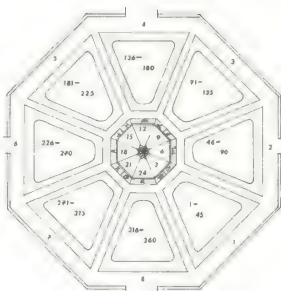
(NOON)

(SECOND TWELVE HOURS)

- 1300 Common Purslane
- 1400 (Purple Sandwort closes)
- 1500 (Dandelion closes)
- 1600 (White Spiderwort closes)
- 1700 Julap
- 1800 Dark Crane's Bill
- 1900 (Naked-Stalked Poppy closes)
- 2000 (Orange Day-Lily closes)
- 2100 Cactus Opintia
- 2200 Purple Bindweed
- 2300 Night-Blooming Catch-Fly
- 2400 (Late-Flowering Dandelion closes)

(MIDNIGHT)

There are eight "city blocks" in the Plaza. The building numbers begin at bottom right and are counted from right to left (in Hades: *clockwise*). Note that all origin numbers add to one: terminal numbers add to nine.



The Dial (center) is a 24-hour clock which is divided into three-hour sections: it gives the hour, the day, and the month of the year. Hours are given by the various blooms: the date is calculated from the position of the standing dial in the center of the flower bed.

II. Dial of Flowers That Close at Stated Hours:

(FIRST TWELVE HOURS)

- 0100 Scandinavian Sowthistle
- 0200 (Yellow Goat's-Beard opens)
- 0300 (Common Ox-Tongue opens)
- 0400 (Wild Succory opens)
- 0500 (Sowthistles open)
- 0600 (Spotted Cat's-Ears open)
- 0700 Night-Flowering Catch-Fly
- 0800 Evening Primrose
- 0900 Purple Bindweed
- 1000 Yellow Goat's-Beard
- 1100 Star of Bethlehem
- 1200 Field Sowthistle

(NOON)

(SECOND TWELVE HOURS)

- 1300 Red or Proliferous Pink
- 1400 Purple Sandwort
- 1500 Dandelion
- 1600 White Spiderwort
- 1700 Common Cat's-Ears
- 1800 White Water Lily
- 1900 Naked-Stalked Poppy
- 2000 Orange Day-Lily
- 2100 Convolvulus Linnaeus
- 2200 Common Nipplewort
- 2300 Smooth Sowthistle
- 2400 Creeping Mallow

(MIDNIGHT)

Names of flowers as given in this translation are according to their nearest Terrestrial counterparts. Correspondences provided by Courier Division of Apollo/ Athena Enterprises, Ltd.

constructed according to the specifications of the artisan who would live and work there, and many of these studios are sound-proofed, with a view to providing islands of solitude and quiet in which their residents can work without interruption. Noise or disturbances here are punishable by law, and "gone to Laurin Gardens" has become a standard phrase explaining why a particular public figure may be unavailable at a given moment, no matter where he may have sequestered himself to work. As a result, the village is not a sociable place, but it is a productive one, and, like other villages of a similar nature, not open to tourists.

KENNAQUHAIR. Situated in south central Dyonesia, Kennaquhair is primarily known for its many theatres, amusement parks, and fairs, which combine to give the city a kind of fantasyland atmosphere and make it, next to Dyonesia City, one of the most popular places in the level to visit. Just south of Kennaquhair is GANDERCLEUGH, the southern cliffs of Dyonesia, and site of the Nepenthe Falls.

LAMINAK CITY. Originally a small processing plant which served the farms in the AMRITA RIVER VALLEY, Laminak City is now the source of ambrosia and nectar for both domestic consumption and export. According to the Laminak plant manager, Guillen Kobold, export sales of ambrosia alone reached over 50 billion crowns in 5731.

MANOA. The city of Manoa houses most of those museums, art shops, and galleries which display the work of Dyonesian artists. Nestled in a curve of the Nepenthe River, this quaint town is frequently the site of major art exhibitions.

CHIRON PROVINCE. Also known as the High Plateau, Chiron Province rises sharply from the northern plains of Dyonesia, forming a level within a level, some 25 light-years above the rest.* Largely a recreational center for the level's inhabitants, Chiron contains many natural tourist attractions. The ENDYMION MOUNTAIN RANGE, in the northeast, boasts some of the highest peaks in the Levels; at the western base of the mountains are the beautiful and mysterious ALUCAVES. There are also two lovely lakes in Chiron; AGANIPPE, a mountain lake at the foot of the Endymion Range, and NIMUE, in the south, which has become a somewhat exclusive resort area.

*The province is considered part of Dyonesia, rather than a separate level, because the nature of the land is so similar to the rest of the level, and because it is most accessible from the plains below it.

SIGUNA, the newest of the Studio Villages, is located in the extreme north of Chiron Province. The village has been called the Dyonesia/Typhaenos Bridge, since about half its population are Scientists who work in Level Four.

Information regarding this level has been obtained from the following source:

APOLLO/ATHENA ENTERPRISES, LTD.

One Terrestrial Plaza

Dyonesia City, Level Three

Director: L. Mephisto Gershom

LEVEL FOUR:



Official Name: TYPHAENOS. *Nickname:* "Elemental Level." *Area:* 3,597,976 cubic light-years (Rank: Six). *Population:* 8,167,800 million citizens. *Capital:* Ophion City. *Governor:* Hephaestus. *Lt. Governor and Patron of the Sciences:* Prometheus. *Emblem:* An active volcano, black with red fires, crossed by a golden thunderbolt, on a deep blue field.

Land and People: TYPHAENOS is a northern level, bordered on the north by the Styx River, on the west by Acrasia, on the south by Pandemonia, and on the east by Dyonesia, which lies some 450 light-years above it. Entrance to this level is through the Gate of Horn, Third Extension, from Asgaard, or over the Dyonesian Falls of the Styx River. Many of the level's rivers are subterranean, and most of Typhaenos derives its water supplies from artesian wells, or from the River Styx (see below: Pannymph).

Typhaenos is a violent level, scarred by active volcanoes. Thunderstorms and torrential rains are frequent, and parts of the level are subject to earthquakes, some

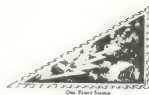
RATES FOR COMMUNICATIONS
Department of Post and Telere Services

I. LETTERS AND ARTICLES OF POST:

COST:

A. INTRALEVEL (To address on same level)

1. Within city of mailing
2. To another city on the same level
3. Official Communications, intercity



10p
18p
5p

B. INTERLEVEL (To address on different level)

1. Up or down one level
2. Up or down two levels
3. Up or down three levels
4. Up or down four levels
5. Up or down five levels
6. Up or down six levels
7. To Pandoria for forwarding
8. Official Communications (any level)



25p
35p
42p
48p
55p
62p
1c80p
20p

C. FOREIGN

1. To Midgaard (transfer through courier central)
2. Official Communications, Midgaard
3. To Celestria
4. Official Communications, Celestria

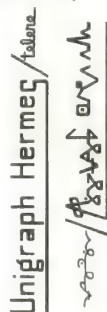


95p
50p
1c25p
50p

II. TELERE (WIRE) SERVICES: UNIGRAPH HERMES CORP. (T.M. REG. I.E.P.O.)

A. INTRALEVEL

1. Within city of origin
2. Government (Official) Communications
3. To another city on same level
4. Government communications



1c39p
75p
1c50p
1c---

B. INTERLEVEL

1. With Unigraph Telere Number Code*
2. Without Unigraph Code
3. Official Communications

4c---
6c75p
1c---

C. FOREIGN

1. To Midgaard (without Code, add 3c)
2. Official Communications
3. To Celestria (without Code, add 5c)
4. Official Communications

7c25p
4c---
12c50p
4c---

*NOTE: Hermes Code obtainable upon payment of subscriber's fee to the Hermes Telere Corporation.

III. TELEPHONE SERVICES

- A. Standard Service—Intralevel Calls: Yearly charge of 150c
- B. Interlevel Calls (any level): Per hour charge of 75p.
Businesses may pay a yearly charge of 175c for total service.
- C. Long Distance/ Midgaard: Per hour, 20c.
- D. Long Distance/ Celestria: Per hour, 35c.
(Official rates respectively: 75c, 40p, 12c, 15c)

of which have been disastrous. Nonetheless, Typhaenos is, proportionally, one of the most heavily settled levels in Hades, for, unlike, any of its neighbors, the land is rich in natural resources.* Transportation within the level poses a major problem, for its few surface roads must wind their way through torturous mountain passes, and most travel in Typhaenos is by air.

Due to both the untamed qualities of the land, and its tremendous potential, the most welcome settlers in Typhaenos are unquestionably its scientists and technicians. These professionals account for roughly ninety-eight percent of the population, and hold both the administrative and the functional posts in the level. Of these, the citizen scientists comprise only sixty percent of the total, although their number is rapidly increasing; the rest are denizens or, in many cases, sister races of Ymir, many of whom come, like Infernal citizens, from mortal worlds.

The citizen scientists who settled Typhaenos came from the more secure environment of Dyonesia for much the same reasons that Lucifrian denizens first ventured into the Pits: the tempestuous level offered a tempting challenge to both stamina and ingenuity. They came originally with a plan for harnessing the volcanoes as a source of power which could be channeled to other levels, and with the idea that this natural energy might have much in common with the Pandorian Fires.† The level's vast mineral wealth was largely unsuspected, proving an added bonus, and its presence attracted not only mining engineers, but also many fine craftsmen to work the metals. The sense of being part of building a world still persists in Typhaenos, for despite the large industrial areas, much of the level remains to be explored, and new resources are continually being uncovered even in its fully charted regions.

Economy: Typhaenos provides research facilities for creative scientists in a variety of fields, and its residents are largely employed in industries which utilize their research findings. The level's alchemy laboratories in particular are famous for their experiments with and discoveries of new forms of precious metals. GLEIFNIR STEEL, an impenetrable metallic compound which to date has not been duplicated outside of Typhaenos, is perhaps their best-known product.†† The unique quality of this "living metal" is its elasticity; a structure made of Gleifnir Steel has the ability to alter its shape without damage even while being subjected to tremendous pressure, and will afterwards return to its original form. Light, flexible, but incredibly strong, the special alloy is used for many buildings in Typhaenos, particularly those in earthquake areas.

As in Dyonesia, many of the level's products are hand-crafted, and Typhaenos artisans work in a variety of substances, including metal, leather, glass, and gems.

*Most of the Kingdom's natural wealth is concentrated in the Pits.

†An assumption which later proved to be only partially correct.

††"Precious Metal" in Hades refers to any metal of intrinsic value which is either scarce or difficult to obtain, and as often applies to manufactured compounds as it does to natural wealth. Gleifnir Steel is easily the most valuable of all, and the secret of its forging is carefully guarded.

OFFICIAL CURRENCY OF THE EMPIRE

The Infernal Empire prides itself on having the most notoriously stable economy in the Existence. The basic monetary unit of the Realm is the CROWN. A Crown is composed of 100 PENCE.

Prices are written with Crowns and Pence: 28'35 or 28/35c—read as 28 Crowns, 35 Pence.

Often, on official documents or bills of lading, etc., the amount will be noted in this manner:
28 Crowns, 35 Pence or 28c35p

Money is minted in the following manner (per Imperial Bank):

COLNS	(Obverse)	(Reverse)	BILLS
1 pence piece—	Lucifer Rex	— Fire Crown & Seal	— 1 Crown Bill †
2 pence piece—	Astarte Reg	— Manco Capac Hall	— 2 Crown Bill
5 pence piece—	S. Mephisto	— Sword & Shield	— 5 Crown Bill
10 pence piece—	Yggdrasil	— The Phoenix	— 10 Crown Bill
25 pence piece—	Egeria Ra	— Justice Scales	— 25 Crown Bill
50 pence piece—	Luc Aten	— Regent's Staff	— 50 Crown Bill
75 pence piece—	Heimdall	— Bridge & Fortress	— 75 Crown Bill
	Charon	— Asgaard Emblem	— 100 Crown Bill
	Oannes	— Limbus Emblem	— 500 Crown Bill
	Hathor	— Dyonesia Emblem	— 1,000 Crown Bill
	Hephaestus	— Typhaenos Emblem	— 5,000 Crown Bill *
	Circe	— Acrasia Emblem	— 10,000 Crown Bill *
	Amalthea	— Bimini Emblem	— 50,000 Crown Bill **
	Adrastea	— Kaf Emblem	— 100,000 Crown Bill ***
	Pathfinder	— Pit Fortress	— 500,000 Crown Bill ****



25 Pence Coin

†One Crown Coin also bears these symbols.

*Somewhat rare in circulation. **Very rare in circulation. *** Extremely rare in circulation. Limited amount printed for trade purposes. **** Collector's item.



One Crown Infernal contains the equivalent of 252.66 grains of fine gold. According to Courier data, the last known correspondence with a Terrestrial money unit sets its value at approximately \$10.88 U.S. currency (c. 1942 Terrestrial). Continual fluctuation of Terrestrial Currency values makes comparison somewhat difficult; however, tables of equivalency between Infernal and Terrestrial money units are available from your local courier outlet. See also: *Table of Weights and Measures*.

Both the Kingdom's stamps and its coins are crafted here, as well as the armed forces' military insignia, each of which are hand-wrought for the individual soldier who will wear them.

The Typhaenos Energy Plants still employ a large percentage of the level's residents, and supply power for a variety of operations: for example, both the Horn and Ivory Gate Extensions operate on Typhaenos energy. The source of roughly sixty percent of the light, air temperature, and transport power for the entire Kingdom, Typhaenos' major product is energy.

Sites of Interest: Typhaenos is divided into four provinces, each of which has a quality or qualities peculiar to itself and each, therefore, housing craftsmen in different fields.

MONTGNAME PROVINCE. Located in northern Typhaenos, Montgname Province is the locale of the majority of the level's mines and quarries. Its two largest mining cities are ANDVARI, in the west, and DUERGAR, located at the foot of the mineral-rich ZAROBİ CLIFFS. The Cliffs, distinctive for their towering precipices, are formed almost entirely of a granite-like rock, for which they were first quarried. Vast lodes of valuable metals were later uncovered at their base, and Duergar is literally a tunnel-city, which burrows beneath the Zarobi Range. ANTAEUS, located in the center of Montgname Province, is one of several cities in this level which combine laboratory facilities and residential areas, and are patterned on the Dyonesian Studio Villages. PTAH-KHNUM, in the southeasternmost point in this province, is noted for its fine craftsmen, most of whom combine artistic with scientific skills. One of the city's most famous products is its deceptively life-like android robots.

SYLPHSDALE PROVINCE. Bracketed by mountain ranges, Sylphsdale Province, in southwestern Typhaenos, supplies most of the level's air power. HANPA, an energy plant in southern Sylphsdale, draws its power from the MJOLNIR RANGE, in the west. The Hanpa plant produces primarily transport power: CHASON AIR-BASE, the largest transport service in Level Four, receives all its energy supplies from this source. HADAD, in the northern sector of this province, is another of Sylphsdale's energy plants, which mines the MAIA RANGE for its power. Much of Hadad's output is also concentrated on air power, since Sylphsdale supplies transportation for the entire level, but the plant also supplies energy for communications and weather control as well. SELENE, an airbase in southcentral Sylphsdale, is primarily noted for its assembly plants, which produce the majority of the level's air transport vehicles.

Sylphsdale Province is also the locale of those courier extension offices which serve the level's contract scientists.

PANNYMPH PROVINCE. Located in southeast Typhaenos, Pannymph Province is distinguished both for its surface water sources—an oddity in this level—and its lack of mountain ranges, although many of the province's lakes are located in volcanic craters. **LAKE LER**, in the center of the province, is, in fact, a small ocean; the source of the province's several rivers (not shown), it is also the locale of a number of its major cities. **KELPIE TOWN**, on the north side of the lake, is a mill city which processes grains from both Dyonesia and Bimini, and is also the sole supplier for the breweries in **HYMIR CITY**, which is situated further north, but on the same river. Kelpie's sister city, **ARACHNE**, is primarily known for the fine quality of cloth that comes from its looms.

On the western side of the Lake is **RAHAB**, site of the province's major shipyards and, like **VRITRA CITY**, a major energy plant for water power. The level's smallest, but most consistently productive, "studio village" is located not far from Vritra: the research laboratories in **DRAUPNIR VILLAGE** serve both Pannymph and Salamandria.

The majority of Pannymph's residents are **NAIADS**, a race of people similar to Hades' native Ymir, but recent immigrants from one of the mortal worlds. Many of the Naiads are superior aquatic engineers, and it is to their skills that Dyonesia owes the navigability of many of its secondary rivers.

SALAMANDRIA PROVINCE. Centrally located, Salamandria is the largest province in Typhaenos, and the site of both its original power plants, and the workshops of a majority of its craftsmen. The major portion of the **BRISINGAMEN MOUNTAIN RANGE**, a fiery necklace of active volcanoes, is located in this province; the source of much of the level's power, it is also particularly rich in mineral resources. Salamandria's energy plants, mining cities, and forges form an almost continuous chain along the base of the Brisingamen Range: all are shielded with domes of Gleifnir Steel. The major energy plants are located at **CACUS**, **XAPHAN**, and **NUM TAREM**: Xaphan, south of the Range, is also the site of a major metal working industry.

VOLUND CITY, in the northeast, is the level's foremost producer of Gleifnir Steel, and the Argus Security Station (not shown) surrounds the city on three sides. **CLURICAUNE**, in the southeast, is equally well-known for its resident craftsmen: famous for its hand-tooled leather goods, the city is also the Kingdom's largest producer of artificial Fire Gems. In the southernmost point in the province is **CES-TUS CITY**, the research plant and workshop where the plan for Acrasia was designed and executed (see Level Five).

The level's capital is also located in Salamandria Province. **OPHION CITY** is the administrative center of Typhaenos, and also the site of the Infernal Mints, the craftshops which supply the Kingdom with its stamps and coins.

Residents of Typhaenos and Dyonesia co-operate on a variety of projects, and there is a continual interchange of ideas, information, and products between the two levels.*

Information regarding this level has been obtained from the following source:

ASSOCIATION OF SCIENTISTS AND TECHNICIANS IN HADES

310 Smith Street

Ophion City, Level Four

Guild Master: Daedalus Tubalcain

*For example, the Prometheus Anthropology Museum, in Dyonesia City, is a Typhaenos outlet.

MACAREUS CITY

ACRASIA

- (1) Macareus Star Gardens
- (2) Star Transportway South-east (to Horn Boulevard and Invictus Highway)
- (3) Star Transportway East (To Lethe River North and Typhaios)
- (4) Star Transportway North-east (To Hyades and Acrasia Vineyards)
- (5) Star Transportway North (To Latona Province)
- (6) Star Transportway North-west (To Lake Labe and Urvasi City)
- (7) Star Transportway West (To Ganymede Province and Salmaeis City)
- (8) Star Transportway South-west (To Tannuz Province and Salmaeis City)
- (9) Star Transportway South (To Orpheus City)

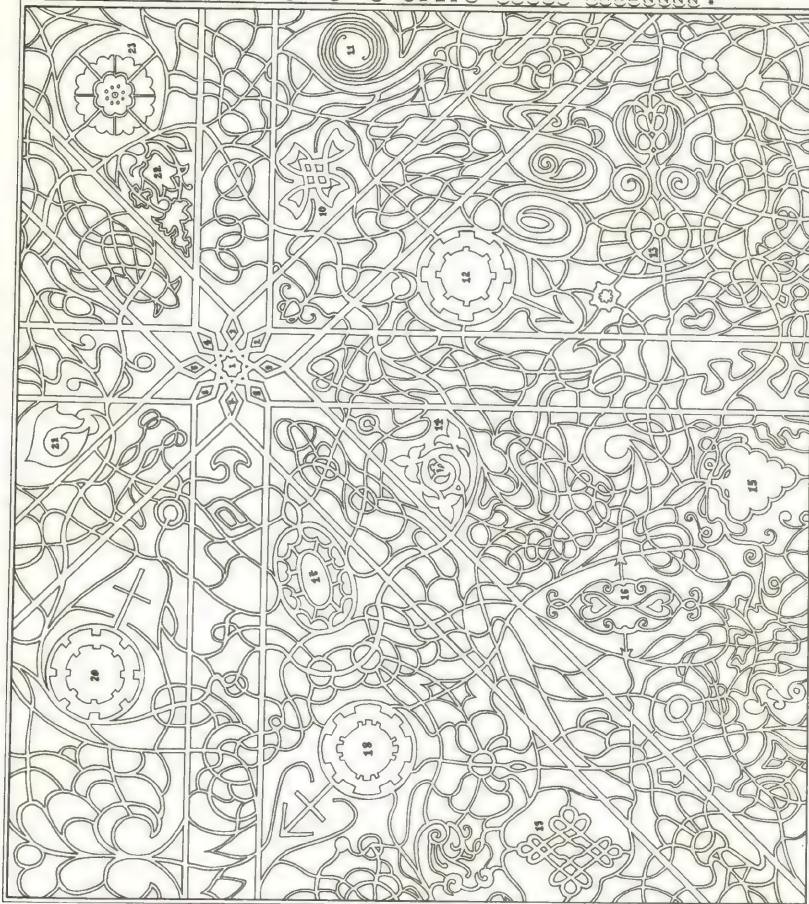
(NOTE: Transportways are the double roads which run parallel to each other in the directions indicated.)

VENUS PALACES

CENTRAL

- (11) Elisabeth Zennim Gardens
- (12) Temple of Adonis*
- (13) Priapus Glades Park
- (14) Tithonus' Palace
- (15) Asymmetes Palace (Revels Playhouse)
- (16) Cupid's Bow Gardens
- (17) Freya Palace Walk
- (18) Temple of Philotinus*
- (19) Harmonia Gardens Maze
- (20) Temple of Cocytus*
- (21) Arminia's Palace
- (22) Cabiri Gardens
- (23) Anahita Palace

*Specialties



LEVEL FIVE:



Official Name: ACRASIA. *Nickname:* "Bower of Bliss." *Area:* 5,791,006 cubic light-years (Rank: Four). *Population:* Variable, depending on the season. *Capital:* Macareus. *Governor:* Circe. *Lt. Governor and Guardian of the Isle:* Thalaba. *Emblem:* On a hot pink field, a golden goblet on a blue heart, broken.

Land and People: ACRASIA is the northwesternmost level in Hades. Bordered on the north and northwest by the Styx River, on the southwest by Bimini, on the south by Pandemonia, and on the east by Typhaenos, it lies less than 200 light-years below Infernal Level Four. Entrance to Acrasia is through the Gate of Horn, Fourth Extension, from Asgaard, or over the Typhaenian Falls of the Styx River. Its principal river is the Lethe, which encircles the entire level, originating from and emptying into a heart-shaped lake near the center of its northern province.

Without question the most sensually beautiful land in all Hades, Acrasia stands as a monument to Infernal technology.

The first explorers found this region totally devoid of natural resources and possessed of a climate and topography notable only for their extremes. The land was swept by high winds of hurricane intensity, and racked by shuddering spasms, so that even crossing the narrow Tammuz Panhandle was a hazardous undertaking. In the north, the climate was hot and humid, and a low plain extended across the entire northwest, subject to continual floods from the Styx. Mountains, reaching to icy 80,000 league heights, sent their avalanches thundering down into the central part of the level, and were matched by yawning chasms which shifted their positions as the region's capricious earthquakes dictated. The southern plateau, with its cover of jagged rocks and barren soil, descended to shale flats and then reverted to true desert, and prospective settlers soon found that nowhere in the level would anything grow. The last level in Hades to be settled, the region which is now Acrasia was for many centuries left loosely under Typhaenos authority and largely ignored.

Early in the Sixteenth Century AI, Infernal artisans took up the challenge of Hades' furious wasteland. Because the Kingdom's other levels had, for the most part, evolved gradually, using their earliest settlements as springboards, their overall appearance presented a kind of random order, and only their new communities showed any evidence of deliberate planning. The artisans proposed that this land, thus far untouched, could be laid out in its entirety according to a predetermined blueprint, and presented a method by which the level could be, in effect, completely transformed. Dyonesian artists would provide the designs, and the scientists of Typhaenos the technology that would make them work.

The Cestus Project* took nearly two millennia to complete. The level's disruptive forces were first channelled to Typhaenos energy plants. Geographic faults were filled in with Gleifnir Steel, which was then treated with a special additive which would immobilize it in the desired form. Aquatic engineers dug both the deep, wide channel for the proposed course of the Lethe River, and the heart-shaped basin for Lake Labe, and drew off the flood waters of the Styx through a water purification system to fill them both; the Styx was then temporarily banked to prevent further flooding. Climate control specialists coaxed the steamy air into cloud formations high above the northern panhandle, and set up a functioning system for weather control.

The mountains which dominated the central region were sculpted down into gently rolling hills; the excess earth used for landfill both here and in the north, to permanently elevate the coastal plain. The entire level was flooded with volcanic run-off, and then seeded with the primitive plant-life which would eventually break up the lava and form the basis of a rich topsoil.

In the south, water from the new river provided irrigation canals, and the newly replenished soil began to sprout a rich plant cover. Most of the early growth was

*See: Cestus, Salamandria Province, Typhaenos.

repeatedly plowed under to further enrich the soil, and trees were planted to prevent the possibility of erosion. The level had, in fact, five full growing seasons, before the land was turned over to artists to undertake their part in its design (see below, *Sites of Interest*).

Finally completed in 3463, Acrasia is unique among all other lands in the Infernal Empire. Even in the Levels, there are vast areas still untouched, and new settlements grow up as needed. In contrast, Acrasia was and is the only region in Hades developed as a cohesive whole, and, except for necessary maintenance, its skillful design remains untouched. Complete, unchanging, and perennially green, Acrasia, with its voluptuous parks and fanciful gardens, has often been justly compared to the timeless and beautiful Province of Paradise, Edom; but the similarity ends with their outward appearance, for the Infernal concept of a "Bower of Bliss" is admittedly somewhat different than the Celestial.

Economy: Acrasia is not a residential level, but more on the order of a national park. With the exception of caretakers and administrative personnel, its permanent attendants are primarily divided into two functions: male and female. The latter occupy the northern province of LATONA, dwelling mostly near Lake Labe; their official designation is Houri. Male inhabitants are known as DUSII; they occupy the southern province of TAMMUZ. The level's bisexual residents, the PHANESI, live primarily in GANYMEDES, the central province of the level.

Acrasia's courtesans are skilled, often college-educated, and strictly trained, for the standard of admission to this status is high. As well as being conversant in a number of fields, many of them exercise their ability to alter their appearance more often than other Infernals do. At present, most Acrasians are denizens, though not a few are former mortals, some of whom are at least as well-known as their immortal counterparts.

Primarily known for its pleasure palaces, Acrasia also houses many other delightful recreational facilities, including gourmet restaurants, resorts for big game hunters and other sportsmen and, in its northern city of HYADES, the finest wine distillery in the universe. Many visitors spend lengthy stays at one or another of the level's spas or hotels, and Acrasia's courtesans often travel to other localities at the behest of busy professionals whose work schedules unfortunately prevent them from visiting this lovely land. The geisha house of the Infernal Empire, Acrasia's primary industry is tourism.

Sites of Interest: Hades' Garden of Delights is a carefully planned level, its bowers and fields sculpted by the finest artists in the kingdom, its purpose to de-

VENUS PALACES CENTRAL
16 Mejnoun Boulevard
Macareus, Level Five

Procurer: Terly Uvall
ORDER FORM: No. L5/ 23 A1

date: _____

1. Client Name: _____
2. Client Address: _____
3. Delivery Address (if different): _____

4. Type of order: ☐ Purchase ☐ Rent ☐ Reorder ☐ Pickup ☐ Delivery
☐ Cash ☐ Charge ☐ Charge Number: _____
ORDER SPECIFICATIONS

5. Client Sex: ☐ Male ☐ Female ☐ Other _____
(specify)

6. Sex of Order: ☐ Male ☐ Female ☐ Other _____
(specify)

7. Requirements for order:

A. PROPORTIONS:

Height: _____ Weight: _____ Apparel Size: _____
Measurements: bust/ chest (circle one): _____ Waist: _____ Hips: _____
No. of limbs: _____ Legs length: _____ Shoe Size: _____
Arms length: _____ Glove Size: _____ Other: _____

B. FACIAL FEATURES:

Nose Type: _____ Lips Type: _____ Ears Type: _____
Eyes Type: _____ Eyes Color: _____ Other: _____

C. COLORING:

Hair: Length: _____ Texture: _____ Color: _____
Skin: Temperature: _____ Texture: _____ Color: _____
Other Requirements: _____

D. GENERAL TYPE:

World of Origin: _____ Species: _____

E. INTELLIGENCE:

☐ High ☐ Median ☐ Nil Specify IQ, if desired: _____
Secondary skills desired: _____

F. NOMENCLATURE:

Write in name for desire object, if important: _____

G. MISC. REQUIREMENTS (specify): _____

(Use our Handy Order Code Booklet. Fully illustrated for your convenience.)

client signature

client call-number

IMPORTANT. CLIENT WILL PLEASE RETAIN CARBON PAGE.

(Compliments of Venus Palaces Central, Macareus, Level Five.)

light the physical and spiritual senses. Its design is largely rural, and even its cities take on a pastoral aspect. City avenues are often paved in fanciful mosaics, and country lanes have been laid down in white gravel; both are lined with hedges or with low stone walls. The pleasure palaces, fountains, and statuary are primarily of marble, either gleaming white or in soft pastels; way stations are available at frequent intervals, but unobtrusive. Pensive visitors find it possible to lose themselves for hours in intricate garden paths where each turning reveals some new enchantment, and the spring air, filled with the scent of flowers, throbs softly with strains of half-heard melodies.

THE CITIES. With the exception of Hyades, there are only four cities in Acrasia.

MACAREUS, the capital, is located at the focal point of all three provinces, and boasts an excellent transportation system which will carry a visitor swiftly to any point in the level. URVASI, SALMACIS, and ORPHEUS, the titular province capitals, serve primarily as training centers for Acrasia's courtesans. Although a number of the level's pleasure palaces are located in these cities, most are to be found scattered throughout the level, in secluded valleys, or set, like gleaming gems, into the sides of hills.

THE PARKS. Most of the level is parkland, and localities in Acrasia are usually designated either by the general area in which they are located, or by the name of a nearby resort. Several of the level's parks, however, have become known in their own right. DIANA'S GROVES, a game preserve in southern Latona Province, is one of several such sylvan areas in Acrasia, and is a favorite resort for both game hunters and wildlife fanciers. ACHATES PARK, located in Ganymedes Province, is known as much for its elaborate mazes as it is for its exquisite statuary. Situated in southern Tammuz Province, SATYR GLADES PARK is primarily known for its open air music festivals.

AVALON. The principal palace of pleasure occupies what is literally a wandering island, a floating bower which takes a full year to circle the level, leaving from and returning to its mooring place in Lake Labe. Along its southern route, Avalon passes ANGEL FALLS, which form a curtain before the hand-carved TABLIBIK CAVES. On its return voyage, the eastern arm of the Lethe River cuts through an open, airy canyon, which extends almost the entire length of Latona Province.

A more complete listing of Acrasia's parks and pleasure palaces, and maps of their locations, is available on request. Information regarding this level has been obtained from the following source:

VENUS PALACES CENTRAL

16 Mejnoun Boulevard

Macareus, Level Five

Director: Leilah Mihr

LEVEL SIX:



Official Name: BIMINI. *Nickname:* "Hyperborea." *Area:* 2,423,000 cubic light-years (Rank: Nine). *Population:* 9,450,000 million denizens. *Capital:* Aaru. *Governor:* Amalthea. *Lt. Governor and Medical Advisor:* Hygieia. *Emblem:* A brown field (plowed), showing the cornucopia in gold.

Land and People: BIMINI is a midwestern level, bordered on the west by the Styx River, on the north and east by Acrasia, and on the south by Pandemonia. It lies approximately 250 light-years below Level Five. Entrance to this level is through the Gate of Horn, Fifth Extension, from Asgaard, or over the Acrasian Falls of the Styx River. Its principal river is the Styx, whose numerous branches provide irrigation for most of the level's farmland. The largest of these branches is the SOBEK RIVER (not shown), which begins in northwestern Bimini and cuts across to the southeast, nearly bisecting the level.

Bimini has a bland, almost Edom-like climate, and its deep, rich soil is eminently suitable for farming. Its weather yields easily to control; the level's growing season is long, with regular rainfall, and winters are short and mild.

The following listing is a selection from *The Encyclopedia of Common Plants, Herbs, and Spices*, published decennially by the Bimini Agricultural Commission in co-operation with the Association of Medical Artists in Hades. The Encyclopedia lists name, description, and preparation, and describes cooking, medicinal, cosmetic, and arcane uses of all plants; the special edition, scribed for the Archives, provides full-color pictures of all entries. Our list is far from complete—the 5730 edition of the Encyclopedia contained over 30,000 entries on Level plants alone—and the thirty-eight items included in this insert were chosen primarily for their possible familiarity to the reader: many research results are carried to Midgaard worlds by either couriers or special messengers. For lack of space, the entries given here have been condensed: merely as a precaution, advice on the preparation of potions, elixirs, charms and talismans has also been omitted. The Preface to the Encyclopedia includes the following warning:

"This volume is published for reference purposes only. The listings here included must not be construed as supramedical advice: Readers are advised not to experiment with herbal remedies without first consulting a physician."

SELECTIONS FROM THE ENCYCLOPEDIA

Aconite: an herb with a hood-shaped flower; commonly known as wolf's-bane. It is chiefly valuable as a cardiac and respiratory sedative, particularly for ailments experienced by highly nervous individuals or brought on by nervous attacks. The University of the Occult Sciences has been licensed to use an unguent containing this drug as an aid to fledgling levitators. **WARNING:** Aconite is highly toxic and can have dangerous side effects if used improperly.



Aloe: a plant with basil leaves and spicate flowers; there are more than 100 species of Aloe in the Hades Levels. Its flowers are worn by professional empaths to relieve symptoms drawn from their patients. The dried juice of its leaves is useful as a purgative and tonic for involuntary empaths; taken as directed, this potion enables highly sensitive individuals to avoid incorporating the emotions of others into their own being.

Amaranth: a delicate plant whose flowers may be either purple, red, or white. These blooms are semi-phosphorous and perennially unfolding even when picked, making them a favorite for decorative art. Amaranth roots are a basic ingredient for several varieties of ambrosia, and its aromatic leaves, dried and powdered, are used to spice wines and liqueurs. The flowers of this plant have several medicinal purposes. Purple Amaranth is commonly made into an elixir which is used by those Infernal Couriers who must assume mortal bodies, for the purpose of adding years of temporal life to their adoptive form. Elixir of Amaranth is also added to the food prepared for Infernal pet animals.

Analeptic: any one of a number of natural drugs which increase mental activity without producing hallucinatory side effects. Their effect ranges from simple memory improvement to increased analytic ability. The more potent analeptics are commonly used in situations requiring instantaneous perception as, for example, in disaster situations by those members of the Guardian Corps who do not have this ability of themselves but who are otherwise qualified for the Service. One of the most commonly used analeptic agents is Eyebright (qv). **WARNING:** All drugs described as analeptics have potentially dangerous side effects, ranging from minor body spasms to acute convulsions; these drugs may not be administered except to individuals under a physician's care.

Anemone: a plant with gaudy flowers generally having no petals but often with colorful sepals. Sometimes used for decorative purposes, the Anemone, or Wind-Flower, is most useful as a lotion which cures inflammation of the eyelids; the powdered leaves and roots are carried in medicine bags by inhabitants of desert regions.

Angelica: a plant with sweet-smelling leaves; its edible stalk and root are often candied, or used to flavor wines. Angelica is best known for its medicinal

properties: water distilled from the roots and mixed with wine is an effective cure for the common cold. The Temple of the Nine Worlds uses a talisman made from its leaves to aid novices in developing the Skills of Resistance to psychic persuasion.

Ash: the tree most common to the Hades Levels; generally classed as being of the Family Yggdrasil, though no actual relationship has been established between these ordinary shade trees and the Tree of the Universe. Ash wood is sturdy and adaptable, and is used for building in many parts of the Levels. The distilled water of ash leaves is one of the most effective natural preparations for the elimination of unwanted body weight.

Ataraxia: any one of a number of natural drugs which tranquilize without producing sleep. Ataraxia preparations are most often used by Infernal Couriers to maintain interuniverse communications with their Midgaarden contacts; the drug enables couriers to receive messages and relay information without the necessity of leaving Hades. The mortal variant of ataraxia is given to these contacts to strengthen their latent telepathic abilities.

Basil: a kitchen herb used in seasoning for soups, steaks, meats, eggs, and cheese. Tincture of Basil draws poison from a sting wound when applied externally; the powdered leaves are a major part of shipments to those regions in the Pits where stinging insects predominate. Basil is also highly effective as a dietary conditioner. A grain of this herb, placed unnoticed under a dish, will make the food thereon appear unpalatable; judicious use of this treatment will eventually enable the individual to control his eating habits independently.

Bellidum: a gum resin similar to myrrh. Elixir of Bellidum is prepared by members of the arcane medical profession as a temporary effective against hypochondriac disease. **WARNING:** Infernal law prohibits the use of Bellidum as the sole curative for this particular malady. Persons suffering from chronic hypochondria are advised to consult a licensed empaths.

Belladonna: an herb with black berries and dark-leaved leaves, commonly known as the Deadly Nightshade. The leaves of this plant, if properly prepared, strengthen latent precognitive abilities; Infernal couriers use a preparation containing this drug as a variety of ataraxia potion (qv). The distilled juice of the leaves is a hypnotic whose use is strictly prohibited except to qualified physicians dealing with extraordinary cases; this drug is sometimes administered to severely disturbed Bondservants as an aid in improving their self-image. Used as an ointment, Belladonna soothes inflammation and swelling; however, it should not be applied to open wounds. **WARNING:** the roots and ber-



ries of this plant are violently emetic if taken internally, and can cause acid burns if applied to the skin. Do not attempt to harvest Belladonna without wearing protective coverings.

Betony: an herb of the mint family, often used as a natural tranquilizer. Betony tea is a common kitchen remedy for nervousness; taken with honey and vinegar, the dried leaves serve as a restorative after traveling. It is possible, however, that its effectiveness is at least as much psychological as it is physical, since the preparation and serving of both these drinks is usually made part of an elaborate welcoming/hospitality ceremony. More to the point, Betony leaves, worn as an amulet, prevent nightmares.

Bryony: a flowering vine with grapelike fruit; commonly known as snake-grape. Its root, worn around the neck, is an effective against convulsions, and is generally used in combination with analgesic potions (qv). The juice of its leaves, mixed with white wine and taken internally, heals broken bones in seven days or less, depending on the nature and severity of the fracture.

Cayenne: a hot spice made from the fruits or seeds of several varieties of pepper plants, and commonly used as a condiment. Cayenne is often added to alcoholic beverages to prevent intoxication and its inevitable after-effects. Tincture of Cayenne in ethyl alcohol is an effective catalyst for the conversion of chemical household wastes (see also: NETTLE).

Cinquedoli: a plant with five-lobed leaves. Cinquedoli is often worn as an amulet for eloquence; the University of Communications Arts uses a preparation made of its leaves to cure stuttering, lisping, and other speech impairments. This amulet is also effective in enabling individuals to properly pronounce sounds or intonations unknown to their native language, but common to the tongue they are learning. The juice of its root, boiled in vinegar and held in the mouth, cures toothache or soreness of gums. The College of Medical Arts recommends, however, that if these symptoms continue, a physician should be consulted. The use of Cinquedoli as a talisman for psychic resistance is being investigated by a number of independent researchers with some indication of favorable result.

Coca: a shrub tree with leaves resembling those of tea. Coca is a mild analgesic (qv) which is used primarily by researchers and occasionally by students to improve analytic ability. Its leaves are chewed by athletes and by members of disaster control units to impart extraordinary endurance: the use of this drug, however, is prohibited during competitive events such as the Gymkhana.

Darbba (Darbba kusa): a common lawn grass with small flowers and seed-like grains. Darbba is easily mutated, and can be cultivated in a variety of colors. Although it is customary to use only one hue for an entire lawn, more fanciful—and patient—gardeners, particularly in Dyonaia and Acrasia, will occasion

ally use several, to produce patchwork patterns or even mosaics. The cuttings from the species *D. kalm* are used effectively in charms and potions to calm violent tempers and appease anger.

Datura: a plant with wide-spreading oblong leaves which give off an unpleasant, often toxic odor. Datura is a common ingredient in ectenic preparations (qv); and it is frequently used in combination with Poppy (qv), Henbane (qv), and Aconite (qv) to produce levitation aids.

Ebony: a species of tree whose wood is hard, heavy, and durable; the most valued ebony wood is black. The wood is favored by occult adepts for the building of magical apparatus, partly because of its color, but primarily because ebony is one of the few magical products of its own. Apparatus made of Ebony can be "trained" to assist in occult operations; the wood of black ebony in particular absorbs and retains, or "stores," impressions of events which occur in its presence, and can be relied on for accurate feedback. The disadvantage of this wood, which prevents its general use, is that it develops an attachment to its craftsmen; if sold or transferred to another individual, even a member of the same family, it will shiver into dust. Poets describe this effect by declaring that the wood "pines for its master"; a statement which may not be far from accurate.

Ectenic (ectenic force): a force which enables individuals to move solid objects without physical contact. This ability is related to psychokinesis; the difference being that the ectenic force is usually drug-induced.

Elder: a tree which bears white flowers and black or deep-red berries. The Elder has a variety of uses. The College of Occult Arts uses its berries in potion for magical operations; worn as a talisman, elderberries enable the wearer to resist or boom-ang these same charms. The Elder tree also has a variety of medicinal properties somewhat more useful than assistance in the occult games of magical apprentices. A salt-water solution made with elder bark is used to soothe swollen or tired feet; the bruised leaves made into plaster are the original treatment for colds or fever (see ANGELICA). An elder twig, cut into a nine-piece talisman necklace, is an effective against convulsions; Infernal couriers have brought this charm to several Midgard worlds as a cure for epilepsy. Like Amaranth (qv), Elder is carried for their own use by couriers who take mortal bodies; a powder made of the flowers and drunk in a broth restores the youth of these temporal forms.

Elm: a graceful shade tree grown in many parts of the Hades Levels. Elm by-products are among the most common Infernal exports carried by couriers to Midgard (Ref: Soul for Services Contract). Its roots are boiled in water until the fat rises to the top; skimmed off and applied as an unguent, elm fat cures baldness.

Eyebright (Euphrasia officinalis): a small herb of the figwort family, cultivated primarily by Bimini Pharmaceutical Laboratories. Eyebright is a variety of analgesic (qv); its juice or distilled water, mixed with white wine, improves a poor memory and perfects an average one, occasionally giving the user total recall. Applied externally, this same mixture is used as a treatment for weak eyesight, hence its name; its use by individuals with normal vision results in the ability to see in the dark and/or at great distances, and in exceptional cases, the ability to see through solid objects or opaque screens.

Fennel: a yellow-flowered herb cultivated originally for the aromatic flavor of its seeds. Fennel is still used as a condiment. This herb is a common kitchen remedy for nausea and stomach upset; the pure juice, held in the mouth, cures falling sickness and vertigo. Fennel water, prepared by boiling the seeds, stops hiccups. Its leaves, seeds, and/or roots, added into a drink or broth, aids in weight reducing. Because this herb is nourishing as well, Fennel is recommended for this purpose more often than any other dietary aids. Fennel flowers are of therapeutic value, and can be used in charms or talismans to alleviate unbalanced fears (i.e.: paranoia) and eliminate nightmares; as with all therapeutic drugs, however, it is recommended that individuals subject to these ailments first consult a licensed empaths.

Fern: a decorative plant distinguished for its delicate fronds. Fern is used almost exclusively by Infernal Artists: the fronds in flower arrangements, and

the spore in a potion which causes invisibility and is commonly used for theatrical effects.

Gladiolus: a plant with erect, sword-shaped leaves and brilliantly colored flowers; a favorite house plant in the Hades Levels. Denizens of Acrasia make a tonic from its roots which is a highly effective permanent cure for impotence.

Glossalalia: the gift of tongues, which may be either innate or induced; also, any natural drug which produces this effect. Glossalalia is the ability or power to understand and to speak foreign languages without prior study; this ability, or lack of it, is not dependent on the individual's natural intelligence.

Hazel: a shrub or small tree which bears nuts enclosed in a leafy covering. Hazel wood carved into wands is the most common material for divination rods; similar wands are also carried by the Hades Yinn as a badge of office, though its practical use among these peoples has not yet been determined. The leafy covering of the hazel nut is the primary ingredient in glossalalia potions (qv) made by the University of Communications Arts; this drug is also used by those Infernal couriers who have difficulty mastering the diverse language skills necessary to their profession.

Heliolebe: an herb with short root stocks, bearing white, green, or black flowers; the color of the flower is an indication of the varied uses of this plant. The dried roots of White Heliolebe are made into a spray and used as an insecticide and parasiticide by gardeners; the stem and leaves of this variety also have several medicinal uses. The dried leaves of Black Heliolebe may be inhaled or taken in potion for headaches; both the green and black varieties, used in charms and potions, are highly effective cures for insanity. Green Heliolebe is taken in potion to relieve emotional distress and to cure love-sickness, the latter ailment being described by poets, somewhat inaccurately, as a "broken heart." **WARNING:** the roots of all varieties of Heliolebe are highly toxic and act as an emetic if inhaled or taken internally. Black Heliolebe should not be harvested by amateurs; if proper ritual procedure is not observed in picking it, the plant will lose its effectiveness.

Henbane: an herb with sticky, hairy leaves and yellowish-brown flowers. Essence of Henbane is an ectenic (qv); it is most frequently used as an aid in long-distance levitation or in the transport of heavy objects, particularly when the specific gravity of the object is double or greater than that of the agent. Henbane flowers are used in image-production; the Infernal Archives in particular uses their pure juice on storage plates to produce three-dimensional images from these recorded pictures of works of art. The flowers are also used by theatrical technicians for special effects: if burned in a clean container, temporary images can be molded from their vapor. **WARNING:** There are two major species of Henbane common to the Hades Levels. Flowerless Henbane is poisonous to livestock, especially to fowls, and nationals are requested to report all growths of this species to the Bimini Agricultural Commission.

Houseleek: a pink-flowered herb which grows on roofs and walls. Houseleek is a climbing plant which acts as a natural lightning rod, grounding atmospheric electricity before it can do damage; it can also be worn as a personal talisman to protect individuals who must be outside a shelter in stormy weather. If grown on the roof of a building it will prevent housefires, and also act as an agent to shield the building's inhabitants from heat or burns. The juice of its stem or leaves, applied to the forehead as a compress, eases headaches and relieves fever.

Mandrake: an herb with ovate leaves and whitish or violet flowers, also having a forked root which ordinarily achieves a semi-bunnoid appearance; hence, its name. Mandrake berries are commonly used by Medical Arts Centers as an anesthetic; taken in potion as a general anesthetic or applied as an unguent for local anesthesia. If properly treated, Mandrake root can achieve partial intelligence, and is often used in divination; however, its use in image magic has been prohibited by law, even in classroom exercises. **WARNING:** Of all Infernal plants, Man-

drake is the most dangerous to harvest, and if uprooted without proper precautions, it can cause disabilities ranging from convulsions to permanent insanity. Nationals are advised to report all growths to the Temple of the Nine worlds; this herb may not be safely harvested except by an occult adept.

Mistletoe: a parasitic plant with small yellowish flowers and waxy-white berries. While it prefers to grow on oak or holly, it can be trained to grow over door lintels made of these woods. Mistletoe is familiarly known as the "spare-key vine"; a sprig of this plant, inserted in a lock, will open it. Its leaves and flowers are an effective anti-spasmodic when taken in potion, and the Mistletoe is commonly used in conjunction with analgesic drugs (qv); apprentices of the University of Occult Sciences occasionally wear a necklace of the living plant as an aid to developing psychic resistance. This plant is one of the few growths common to both Hades and Edom, and Mistletoe Wine, made of its berries, has long been a traditional drink in friendship pledges or housewarming ceremonies.

Mullein: a weed with coarse leaves and yellow flowers. Mullein flowers placed under a pillow discourage bad dreams and promote restful sleep; this charm is most commonly used by students and apprentices as an aid to sleep prior to major testing days. Explorers and surveyors traveling in uncharted regions carry a cutting of this plant to prevent attacks by wild animals; its supporters claim that Mullein induces courage in the wearer, but it is likely that confidence in its proven talismanic properties may have more than a little to do with producing this effect. Bruised and boiled in red wine, Mullein seed can be made into an unguent to relieve the swelling and pain of dislocated bones; taken internally, the seed potion relieves digestive disorders.

Nettle: a coarse herb armed with stinging hairs. Nettle has a wide variety of uses, chiefly medicinal; its major importance, however, is as a universal organic catalyst which breaks down chemical wastes into environmentally acceptable forms. All industrial wastes and by-products are treated with a solution made from Nettle hairs before disposal. The powdered plant is often scattered in rivers and lakes as an additional preventative; the plant's innate medicinal value is usually imparted to the waters in the process. Nettle is also used as a spice or condiment; the roots placed on top of a closed beer barrel improve the flavor of the beverage.

Verjuice: a potion or elixir made from the sour juice of green fruits, usually apples or unripe grapes. Verjuice is a metamorphic agent (qv) which enables the subject to assume animal form; unlike the effect of its chemical equivalent (produced artificially in the Ninth Fi), the verjuice subject retains the power of intelligible speech. This preparation is most commonly used by Infernal couriers of the second rank while on missions to Midgard (Ref: Familiar).

Vervain: a plant of the Laurel family, having small, spicate flowers; Vervain is commonly known as the Luckwort. The scientific basis for its effectiveness has not yet been determined; however, it has been proven by demonstration that charms or talismans made with this plant attract good fortune to the wearer. A sprig of Vervain hung in a house is an almost certain guarantee that the building will be spared all but the most violent natural disaster; buried in a field, the cutting increases crop yield even during drought. Vervain has long been carried by Infernal Couriers for totally different purposes; although the Hades plant loses much of its "lucky" properties when carried outside the Immortal Universe, it does alter the aura of the bearer sufficiently to make him more alert and aware, and thus allay the instinctive suspicious dislike of Midgardian guard animals such as dogs.

Yage: a flowerless plant cultivated primarily by the University of Occult Sciences. Data on its uses is still in the experimental stage; however, Yage has been proven an effective aid to apprentices studying divination and telepathy. **WARNING:** Yage roots are narcotic unless properly treated; persistent or unwar-ny use of this drug can deter the development of independent psychic abilities.



Roughly sixty-five percent of the inhabitants of Bimini are Asura,* the Infernal designation for those denizens who are not of the blood royale. Most of these are employed either in agriculture, or in one or another of the healing arts; about ten percent of the denizen population also holds a variety of government posts in Pandemonia. Bimini also has a sizeable transient population, for this level is the locale of the homes away from home for citizen members of the Imperial Government.

The original inhabitants of Bimini were the Huaca, a rustic people descended of Ymir. Unlike their more preoccupied cousins who, while not unfriendly, tend to hold themselves somewhat aloof, the Huaca are a sociable people, easy-going, and curious. They were the first Ymir to take an active interest in the welfare of the early settlers, and although they first kept themselves out of sight for nearly a century and a half, they demonstrated by example many of the techniques necessary for survival in the strange and often inhospitable land of exile. Their friendship has been returned full measure by Infernals, and their society is not merely welcome, but sought-after. The Huaca still act as advisors in agricultural affairs, and hold places of honor in all seasonal festivals. All current settlements in Bimini number Huaca families among their population, and it is almost unheard of to break ground for a new farmstead without the guarantee that one or more of this race will be its resident "luck." The rights of Ymir are of course respected throughout Hades, but it is not surprising that the obliging and gregarious Huaca are particularly well-liked.

Economy: Because of its oddly temperate climate, combined with the assistance of its native Ymir, Bimini was from the first an agricultural level. Its farmsteads and ranches produce primarily staple goods, including meats, grains, fruits and vegetables, and dairy products; some areas have also been given over to the production of fiber plants. With the exception of foodstuffs reserved for local consumption, Bimini does not process what it grows; raw produce is shipped to Typhaenos, generally in exchange for those manufactured goods necessary to this level's economy.

Bimini is also the locale of some of the finest hospitals and medical research centers in the Kingdom. Several Limbus extension schools were opened here because of the natural medicinal herbs which grew wild in the level; many of the current centers are located in or near farm areas which cultivate these valuable plants. The presence of the Healing Arts Institutes has naturally had an effect on more recent immigration to this level, and many of those individuals who take a personal interest in the welfare of others eventually settle here, either to work, or to live.

Also located on this pleasantly pastoral level are several fine academies and finishing schools for the training of government officials. Bimini's political residents are a minor, and much more recent, segment of the population; most of whom settled here because of the level's proximity to Pandemonia (see Level Seven).

Service roads connect most of the level's outlying settlements, with transport priority given to produce or hospital vehicles. The majority of Bimini's farms have

*The Celestial designation is Lamassu. See Appendix B: THE STELLAR NAMES.

evolved into vast co-operatives, whose output is co-ordinated by a central commission located in the capital city. One of the earliest levels in Hades to be settled, Bimini originally supplied almost all the Kingdom's foodstuffs. With the tremendous growth of population, additional farmland was opened up in some of the Pit's more fertile areas, but this level still remains a major supplier of staple crops.* The most diversified farm community in the Kingdom, Bimini's major industry is agriculture.

Sites of Interest: Life in Bimini is generally leisurely, its tempo dictated by the growing season. In addition to its quiet residential areas, this level is also the locale of a number of health resorts and vacation sites.

PAEAN PROVINCE. Situated in northern Bimini, Paean Province is the locale of many beautiful and restful spas, and the site of a number of the level's Healing Arts Centers. LAKE APOLLO, in its center, is a hot-water spa much frequented by the level's residents. Originally a smaller and somewhat unimposing site, the Lake has been enlarged and deepened, and a variety of resort hotels, concert halls, and other vacation spots have recently grown up around it. LEVANA, one of Hades' few pediatric centers, is located on the southern shore of Lake Apollo.

ARIAS, in the north, is an herb farm which originally cultivated only medicinal plants, but has since begun to produce spices as well. The AESCULAPIAS MEDICAL CENTER (not shown) is located near Arias; primarily concerned with research, the Center was one of the first Limbus Extension Academies established in Bimini, and has given rise to two newer healing arts centers, at MUMIAH and SALUS.

More of Paean Province is given over to orchards than to farmland, and fruit trees of an almost unlimited variety are everywhere in evidence in this province. RHOO, Bimini's largest orchard, produces several varieties of fruits, including Hades' favorite, the pomegranate.

CORAE PROVINCE. Most of the privately-owned farmsteads in Bimini's southern province have merged with neighboring fields, and Corae Province is subdivided into sectors, each named, as a general rule, for either the largest or the oldest of the original farms. Many areas of this province are still forestland: ZUPHLAS FOREST, which fills almost the entire southeast, is a major source of wood and allied products, and several other sylvan groves, scattered throughout the province, are as carefully tended.

Just north of Zuphlas is the Well ABI HAYAT, probably the best-known site in Bimini. Located near the root of Yggdrassil, the Well is the province of the

*Hades' secondary storehouse was Dyonesia, where farming—or, more accurately, gardening—has now become more a pastime than an occupation. Settlement in the Pits eliminated the need of additional farmland in the Levels, and Dyonesia has long since converted to the production of luxury goods (See: LEVEL THREE).

TABLE OF STELLAR WEIGHTS AND MEASURES
(Note: Where possible, relative (approximate) Terrestrial measure has been given to the nearest whole unit.)

LINEAR MEASURE
(Computation of point-to-point length/distance.)

A. LINEAR MICROMEASURE
(Primarily used in scientific computation)

Unit & Equation*	Approximate (Terrestrial) Length	Comparable Terrestrial Unit now in common usage
Smallest unit: MICROPOINT (1,000,000 Mc equals 1 Point)	1/10,000,000,000 mm	ANGSTROM UNIT (1/10,000,000 mm)
Basic unit: POINT (1,000,000P equals 1 Megapoint)	1/10,000 mm	MICRON (1/1,000 mm)
Largest unit: MEGAPPOINT	10 mm (.3957 inch)	MILLIMETER (0.09397 inch)

*Micrometre contains a total of two million divisions, or measuring units.

C. LINEAR COSMIC MEASURE
(Unit of measure combining distance and time)

Unit & Usage	Stellar Distance	Terrestrial Distance
INTRAKINGDOM TRAVEL		
Basic Unit: Light-second	186,300 miles	SAME
Largest Unit: Light-year	6,994,964,691,200 miles*	5,880,000,000,000 miles
LAND MEASURE UNIT:		
One Cubic Light Year		One Square Mile (?)
INTERKINGDOM TRAVEL:		
Basic Unit: One Transit	4 (Stellar) light-years	Parsec (3.26 Terrestrial Light-years)
INTER UNIVERSE TRAVEL:		
Sole Unit: 1 Interval	Immeasurable	NONE

*See: Time Measure Chart, below.

D. LINEAR COMMON MEASURE
(Computations in general use)

Unit & Equation*	Approximate (Terrestrial) Length	Comparable Terrestrial Unit now in common usage
Basic unit—WAND	2 inches	INCH
9 Wands—1 CUBIT	18 inches	FOOT (12 inches)
4 Cubits—1 PATHOM	5.6 feet	YARD (3 feet)
6 Pathoms—1 ROD	35 feet
18 Rods—1 STADION	630 feet
(2 stadia—1 Diaulos	1,260 feet (420 yds.)	Used in Gymkhana competitions only
(24 stadia—1 Didochos	15,120 feet (5,040 yds.)	Used in Gymkhana competitions only
20 Stadia—1 LEAGUE	16,380 feet (3.1 miles)	MILE (5,280 feet)
(10,990 cubit—1 League)		
9 Leagues—1 Marathon	147,420 feet (27.9 miles)	Used in Gymkhana competitions

*Land measure is measured in cubic units. Square measure is called in DUNAMS. (One dunam equals approximately 1,000 square meters Terrestrial.)

MEASURE OF WEIGHT

Due to the composition of the Stellar Kingdoms, weight in the Immortal Universe is always relative. Measurement for weight is based on Displacement Force: the volume of a standard substance (a) which will be displaced by a standard volume (b) of the substance being measured (when in free-fall).

(a) Standard substances used for comparative measure are: **SOIL** for solids; **WATER** for liquids; and **ATMOSPHERE** for gases.

(b) Standard volume for substances being measured are: **GRAIN** for solids; **DROP** for liquids; and **MOLECULE** for gases.

The Displacement Force of a given substance, or the basic unit of weight, is called a **GRAVITY**. In scientific computation, there are two million gravity units (Microgravity—Gravity—Megagravity). In common measure, which is very little used, One Gravity is the smallest unit, and quantities larger than 300 Gravities are counted only by **QUINTAR** (One Quintar equals 100 Gravities common-weight).

MEASURE OF CAPACITY

(Commercial "weight" is measured in terms of standard sized containers. Measure of capacity is the same for all substances: The Terrestrial units given below are those for fluid measure only.)

CURRENCY RATES: MAJOR UNITS

(Commonweight is most often used for currency exchange. Silver value is greater than that of gold, and the number of grains in a silver coin is correspondingly less.)

Unit & Equation	Stellar Value	Terrestrial Value*
Basic Unit: GRAIN	(One Gravity)	(0.0648 grams Terr.)
12.63 grains—1 GERAH GOLD		
11.22 grains—1 GERAH SILVER	5 pence	\$5.44 U.S.
20 Gerahs—1 SHEREL	1 crown	\$10.88 U.S.
50 Sherels—1 MINA	60 crowns	\$652.80 U.S.
60 Minas—1 TALENT	120 crowns	\$39,168.00 U.S.

*Rates for gold only, Terrestrial year 1942.

Unit & Equation	Relative Terrestrial Weight or Volume	Comparable Terrestrial unit now in common usage
Liquid Unit: DROP		
Dry Unit: GRAIN	(One Gravity)	(MINIM (1/60 fluid dram) GRAIN (0.0648 grams))
Gas Unit: MOLECULE		
66 Units—1 PHIAL	0.137 Ounce (11/80 oz)	DRAM (1/8 fluid ounce)
33 Phials—1 GRUET	4.5 ounce	GILL (3/4 fluid ounce)
6 Gruets—1 FLASK	27 ounce (1.7 pint)	PINT (4 gills, or 16 ounces)
3 Flasks—1 MAGNUM	5 pints (2.5 quarts)	QUART (2 pints)
3 Magnums—1 JEROBOAM	5 quarts (1.2 gallon)
7 Jeroboams—1 FIRKIN	8.75 gallons
4 Firkins—1 BARREL	36 gallons	BARREL (31.5 or 36 gallons)
7 Barrels—1 TUN	252 gallons

MEASURE OF TIME
(Most units add to six or multiples of six)

Unit & Equation	Additional Divisions	Terrestrial Computation
Basic Unit: SECOND	(in science: MICROSECOND)	Second
66 Seconds—1 MINUTE	11 Minutes—1/6 Hour 22 Minutes—1/3 Hour 33 Minutes—1/2 Hour	60 Seconds—1 Minute (15 Minutes—1/4 Hour) (30 Minutes—1/2 Hour)
66 Minutes—1 HOUR		60 Minutes—1 Hour
24 Hours—1 DAY	12 Hours—1 MERIDIAN (Counted as 6 Days plus Sabbath)	Same 28, 30, or 31 days
7 Days—1 WEEK		40 Days—BARA GEMINI*
33 Days—1 MONTH		403 Days—FESTIVAL YEAR*
396 Days—1 YEAR		365 1/4 Days—1 Year (366 Days—Leap Year)
50 Years—1 JUBILEE	
100 Years—1 CENTURY		Same
1,000 Years—1 MILLENNIUM		Same
12 Millennia—1 CYCLE	

*The occurrence of a Bara Gemini creates a Festival Year: usually not often more than once each millennium. See Appendix C: Holidays and Celebrations.

*Derived from military usage.

Huaca; unlike similar sites,* which are restricted areas, Abi Hayat was early opened to use by Infernal settlers, although the Huaca continue in charge of its maintenance. The waters of the Well have a number of beneficial properties, and the Abihayat Healing Arts Center, first established as a research laboratory, has developed several varieties of serums and potions from this source.

One of the earliest settlements in Bimini was DEMETER'S FIELDS, which now occupies the entire southwest sector of the level. Most of the settlements in Bimini are offshoots of this original farmstead; the Fields itself produces probably the most diversified crop in the level. ARISTAEUS, Bimini's second oldest farmstead, is located on the border of the level's two provinces. Primarily pastureland given over to flocks and herds, Aristaeus is also the Kingdom's foremost producer of honey.

The capital of Bimini is also located in the level's southern province. AARU is both the locale of the administrative offices of this level, and of many of the clubs and residences of those government officials who vacation here.

Information regarding this level has been obtained from the following source:

BIMINI AGRICULTURAL COMMISSION

19 Garden Plaza

Aaru, Level Six

Commissioner: Celeus Iasion

*Urtharbrum, in Asgaard, and Mimir, in Jotunnheim.



LEVEL SEVEN:



Official Name: PANDEMONIA.* *Nickname:* "Invictus Level." *Area:* 900,799,632,001 cubic light-years (Rank: One). *Population:* Variable. *Capital:* Pandemonia is the Imperial City. *Honorary Governor:* The Prime Minister. *Acting Lt. Governor:* The Chief Advisor. *Emblem:* On a black field, edged with the Royal Purple, THE FIRE CROWN.

Land and People: PANDEMONIA is the largest level in Hades. Centrally positioned, its northern and southern borders touch all other levels in the Kingdom; it is also bordered on the west by the Styx River, and on the southeast by Kraken Lake, where is located an access area to the Pits. As in other levels, entrance to Pandemonia is through the Gate of Horn (Sixth Extension), from Asgaard, or over the (Bimini) Falls of the Styx River; further, the main streets of the capital cities in all Levels and Pits eventually connect to that highway which leads to the center of the Imperial City. There are no rivers in Pandemonia: the Nepenthe run-off goes underground after only a short distance, and the level's only internal water

*In this particular case, it might be considered more nearly accurate to term the level's official designation as its nickname. Level Seven was off-handedly dubbed "Pandemonium" by the artisans who built it, soon after the first Parliamentary Session was held in its new building: a somewhat tongue-in-cheek Imperial Decree made the name official.

TRANSPORTATION RATES AND SERVICES

COST

I. PUBLIC TRANSPORTATION—PASSENGERS.

Surface Air

A. Domestic: (Water Transport is down-level only)

1. To destination on same level	15p	10p
2. Up or down one level	25p	20p
3. Up or down two levels	30p	25p
4. Up or down three levels	35p	30p
5. Up or down four levels	40p	35p
6. Up or down five levels	45p	40p
7. Up or down six levels	50p	45p
8. Up or down seven levels	55p	50p
9. Up or down eight levels	60p	55p



10. TAXI SERVICE: Add 1 pence per passenger space for charter service to and from special destinations.

NOTE: Transport to the pits for private nationals is available only with special clearance and only aboard official (government authorized) carrier (ASTRAL AIRLINES).

B. Foreign:

1. To or from Midgaard	1c20p	1c10p
2. Official Missions, Midgaard	60p	50p
3. To or from Edom	1c---	90p
4. Diplomatic Missions, Edom	60p	50p
5. TAXI SERVICE: Add 5 pence per passenger space for charter service to and from special destinations.		

II. PUBLIC TRANSPORTATION—FREIGHT (Listed price per cubic cubit*)

A. Domestic:

1. To address on same level	15p	12p
2. Up or down one level	18p	15p
3. Up or down two levels	22p	19p
4. Up or down three levels	27p	24p
5. Up or down four levels	32p	29p
6. Up or down five levels	38p	35p
7. Up or down six levels	44p	41p
8. Up or down seven levels	49p	46p
9. Up or down eight levels	53p	50p



*Packages less than one cubit in volume may be shipped through the regular post and telere services.

NOTE: Packages to the Pits may be shipped only by the officially authorized carrier (DRAGON EXPRESS), and must be loosely wrapped for customs inspection.

B. Foreign:

1. To or from Midgaard	1c23p	1c18p
2. Official Communications, Midgaard	70p	65p
3. To or from Celestria	1c11p	98p
4. Official Communications, Edom	70p	65p

III. TELEPORT SERVICE—PASSENGERS ONLY/ NO FREIGHT UNLESS HAND-CARRIED.

- A. Public Booths, Intralevel: 10p per call one way.
 B. Public Booths, Interlevel: add 2p per level per one way call.
 C. Private Booths: Yearly charge of 150c, all uses.
 D. Interkingdom Transport: 50p to Bridge Fortress for Transfer.

NOTE: Please be sure to check your directory to be certain reception booths are available at destination point BEFORE DIALING.

Reprint: Complements of ASTRAL AIRLINES and DRAGON EXPRESS.

supply is beneath the Sar Yggdrassil. Water for the level's inhabitants is piped in from the Styx or from Kraken Lake.

The climate here is hot and dry, although cool cross-breezes from the Lake and River are frequent, and do much to alleviate the soaring temperatures. Originally veldt, the entire level is almost unnaturally flat, and outlying districts are still covered with hardy grasses and some stunted shrubs. The soil here is shallow, and Hades' capital city sits solidly on a hard rock foundation. Pandemonia's only prominent natural feature is the Tree of the Universe, located in the exact center of the level.

In spite of the fact that most branches of the Imperial Government are continually in session, Pandemonia's population may be considered almost entirely transient. All government officials live elsewhere in Hades, and many commute daily from their own regions to offices here. District representatives in particular are not encouraged to spend large amounts of time in the capital, and Pandemonia is less a base of government than a central meeting place where Infernal administrators, having carried out their duties or investigations in their own levels or pits, can convene to discuss the results of their activities, and to determine both future policy and the need, if any, for generalized legislation. With the possible exception of military or paramilitary personnel assigned to Pandemonia, the only permanent inhabitants of this level are the Ymir.

Pandemonia was proposed as the site of the central government in the middle of the Third Century. Its central location and its accessibility from other levels and from the Pits had made it an unofficial meeting-place even earlier, and several substantial buildings—most of which have since been completely redesigned—were already available for use by government officials. The argument that a city situated here would be more readily defensible than Styxville was also taken into consideration at the time, but oddly enough it was the fact that the Yggdrassil lives here which served, in the end, to finally overcome any remaining objections to relocation, and to get the project moving. Pandemonia was permanently established as the capital of the Infernal Kingdom in 420 AI.

Economy: Pandemonia is the site of the Imperial City, capital of the Infernal Kingdom of Hades: its sole "industry" is administration. For more specific information regarding its operation and organization, see: HISTORY, Chapter VI; The Imperial Government.

Sites of Interest: There are no residential areas in this level, with the exception of the temporary living-quarters assigned to government officials and the scattered, but well-apportioned, tourist hotels. The City itself sprawls over almost the entire level, a deliberate move on the part of the city planners, whose original in-

Infernal architects have adopted the "Eight plus One" motif with a vengeance, and the octagon—or variations on it—has become a familiar sight throughout Hades. At first glance, this would seem to be the principal departure from Celestial architecture, which stresses either circular or six-sided designs.



**B.
Accordian Tower**

It was constructed to screen out all atmospheric elements with the exception of air currents, which were permitted to circulate through the open spaces between the bottom of the dome and the rim, freshening, and often cooling, the air in the rooms directly beneath it. The dome could expand or contract, depending on the velocity of the winds trapped inside it; too high a wind, however, and the dome would automatically "blow open" back in along the (bottom) rim, level with wind had passed, the dome could be re-

lass crank.
dome may be seen on *LucMont Palace* building in Hades designed to suit the

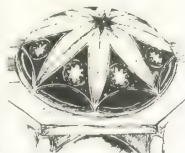
... One of the first buildings "*Accordian Tower*" (Illustration B), built Odhrevir) as a combination apart-

about twenty years prior to the War of Independence. While this structure is not practical for high risk regions, like Typhaenos Level (where buildings should be at least as broad as they are high), it can absorb the lesser perambulations of an area like Limbus.

The eight smaller towers which make up the octagonal building have flat bases which can slide along the ground (i.e.: no basements; no foundations); they are held upright—and together—by the curtain walls which make them into one unified structure. The curtain walls are flexible, and can expand as much as fourteen cubits in any direction (and, sometimes, in several directions at once) if the land moves; they will return to their original size once the stress is relaxed, pulling the building back together again. The structure as a whole is "anchored" at its center of balance to insure that when it does return to its original proportions, it does so in the same general location. . .

... *Centrifugal Doorways* (Illustration D) are the most common feature of Stellar architecture. Except for the fact that in Hades there are eight partitions to the door, as opposed to the Celestial six, this feature is borrowed directly from Edom and, in fact, the working principle of the door is the original basis of the Wind Dome design.

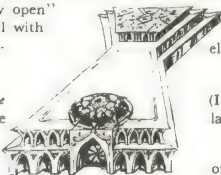
The (eight) interlocking sections of the door are set into a circular rim which forms the inside of the frame and sill. The door opens outward from the center with a spiral effect, sliding into the rim; and closes with a reverse motion. It can be made to operate either manually (pull down on the lower half to open; pull down on the upper half to close) or automatically; in either case it can be locked by simply looping a tie belt around its center piece.



A. Wind Dome

But there are other differences, particularly in building techniques. Architecture in Hades must take into account the shifting nature of the land and the volatile weather conditions. A building must not only be a durable shelter in any weather, it must also be light enough to move with the land when it has to and, if possible, it should be flexible as well. Much depends, of course, on the materials used for construction, but the architect's designs must take into account the fact that part of a building may move while the rest is stationary, or that different parts may move in different directions. . .

... Many structures in Hades were originally built close to the ground, no more than two or three stories in height, with fairly level roofs which paralleled the land surface. The highest—and most elaborate—part of the building was usually the so-called *Wind Dome* (Illustration A). The dome operated almost on the same principles as a ship's sail. It was constructed to screen out all atmospheric elements with the exception of air currents, which were permitted to circulate through the open spaces between the bottom of the dome and the rim, freshening, and often cooling, the air in the rooms directly beneath it. The dome could expand or contract, depending on the velocity of the winds trapped inside it; too high a wind, however, and the dome would automatically "blow open" back in along the (bottom) rim, level with wind had passed, the dome could be re-



C. LucMont Palace

at the (top) center, and then slide the roof and closed tight. Once the elevated manually by means of a wind-

Both the flat-top roof and the wind (Illustration C): the Palace was the first land. . .

of "skyscraper" proportions was the at the current site of this college (Absu ment dwelling and workshop facility



D. Centrifugal Doorway

tion was to avoid a concentrated target site for possible attackers. In most government buildings, information stations, meeting halls, and other areas of interest to the casual visitor are located on the ground floor, with administrative offices on the floor above, and living-quarters for those legislators whose duties demand that they must spend time in the capital are usually provided on the third floor. Because of this arrangement, combined with the ready availability of land, the level's official structures, whenever the need for more office space becomes pressing, generally expand horizontally.

YGGDRASSIL. The Tree of the Universe, the Sar Yggdrassil, lives in the center of Pandemonia. From here, its three roots extend to all parts of the Kingdom, terminating in Asgaard, Jotunnheim, and the Ninth Pit, Niflheim. The VIA INVICTUS, Hades' longest "street," follows the roots of the Tree into the Levels and Pits, becoming Imperial Highways when it crosses the borders of Level Seven. The Highway changes its name as it passes through each division of the Kingdom (in Asgaard, for example, it is termed the Asgaardian Highway), but its reference number remains Invictus One throughout Hades.

Three of the level's major sites are located on this important route. The CAPITOL BUILDING, which houses the Infernal Parliament, is on the Via Invictus North, some twenty leagues from the Tree, and the SUPREME COURT BUILDING is situated at about the same distance on the Via Invictus South. Located at the extreme point on the Via East is Götterdämmerung Military Base (see below).

THE PALACE. The Imperial Palace stands just west of the Yggdrassil, at the focal point of the Via Invictus. Like LucMont Palace, in Styxvilla, it was originally constructed for use by the Emperor, Who now takes up residence in the Palace East Wing only when He holds court in Pandemonia.* The LUCIFER INVICTUS, the statue from which this level derives its unofficial name, stands before the Palace West Wing, where the Executive Offices of the Emperor and the Sheytan Council Halls are still located. The Palace itself, in particular the Grand Presence Chamber, is primarily used for official court functions on special state occasions, and has become a major tourist attraction.

GÖTTERDÄMMERUNG. The Götterdämmerung Military Base was established in 298 AI to prevent entry into Pandemonia by Celestial troops; this level, open as it is on all sides, was early recognized as a key to Infernal Defense. Vital documents were stored here, and not a few important civilian personnel were sheltered in

*The Emperor, His Court, and most members of the Infernal nobility, all reside in Jotunnheim. See: INFERNAL LEVEL EIGHT.

Pandemonia during the War years, guarded by the Conan Corps, Hades' military elite. Few Celestial troops ever managed to penetrate Asgaard Defense in the first few years of the fighting; nonetheless, it was at this base that the two stellar armies met in the greatest—and final—battle of the War of Independence. The weapons of that War are now on display here, with the exception of the Sword of Flame, which hangs in LucMont Palace, Styxvilla. No longer an operational garrison,* Götterdämmerung, site of the Celestial surrender, has become a national shrine.

Information regarding this level has been obtained from the following source:

OFFICE OF THE SPECIAL ADVISOR TO THE CROWN

Sheytan Council Offices, Imperial Palace West Wing

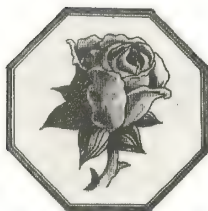
Via Invictus Center

Pandemonia, Level Seven

The Advisor: Cassiel Macaton Samedi

*See: Ragnarok, Vigrid Province, Jotunheim.

LEVEL EIGHT:



Official Name: JOTUNNHEIM. *Nickname:* "Quismat."
Area: 83,671,973 cubic light-years (Rank: Two). *Population:* 1,600,893,751 million denizens. *Capital:* Manco Capac. *Governor:* Egeria. *Lt. Governor and Guardian of the Hearth:* Hestia. *Emblem:* On a gold field, a single red rose.

Land and People: JOTUNNHEIM is the southwesternmost level in Hades. Bordered on the south and west by the Styx River, on the east by Kaf, and on the north by Pandemonia, it lies about 260 light-years below the Kingdom's capital. Entrance to this level is through the Gate of Horn, Seventh Extension, from Asgaard, or over the Pandemonian Falls of the Styx River; it is also accessible by way of the Invictus Highway from Pandemonia. Jotunnheim's principal waterway is the Styx: there are no internal rivers here, but the level does have several impressive mountain lakes.

THE INFERNAL ECONOMY - EXTRACTS FROM DECAENNAL REPORTS

1. TOP I.K. PROFESSIONS AND INDUSTRIES*

Source: Infernal Nationals Administration, Levels

Teachers, scientists, and artisans continue to rank among the highest-paid professionals in the Infernal Kingdom. The table below lists 18 of the highest-paid independent occupations and 18 of the highest-paid independent industries, each ranked according to median earnings in 5730. Median years of specialized training and the percentage of new immigrants (of less than 50 years residence) in each occupation are also given.

Occupation	Earnings	Professional Training	Immigrants	Occupation	Earnings	Professional Training	Immigrants
PROFESSIONS				INDUSTRIES - DURABLE GOODS			
Teachers working professionals	Cr 49,650	7.5	3	Fabricated metal products, tools	31,510	5.4	8.2
Teachers, university attendance	43,450	7.3	3	Lumber and wood products, except furniture	30,560	4.6	11.6
Science Arts craftsmen	31,687	6.6	4.3	Musical Instruments	29,980	8.9	35.9
Creative Arts craftsmen	30,746	4.5	21.1	Furniture and household fixtures	25,116	6.0	10.3
Managers, Farm	30,328	7.4	1.6	Textiles and apparel products	25,000	3.1	3
Ecologists and Natural Scientists	29,990	6.5	2	Stone, clay, and glass products	21,460	3.6	10.8
Military - Technical experts,				Sports equipment and games	21,444	3.4	1.3
Disaster control units, etc.				Misc. Manufacturing (image equip, toys, etc.)	19,618	3.4	1.3
Physicians and Empaths and Healers	28,698	10.3	Jewelry and luxury items	19,615	6.9	15.8
Veterinarians	28,110	7.5	.8	INDUSTRIES - NONDURABLE GOODS			
Couriers, all fields (Min. Rank 4)	28,100	6.8	.6	Textiles and related fields	31,450	4.1	1.7
Teachers, preparatory and General Subj.	27,556	8.2	6.9	Printing and publishing	31,001	4.9	1.1
Designers and general craftsmen	27,500	4.1	12.3	Food and medicines	29,150	6.6	3.8
Performing Artists: Music, Theatre, etc.	25,460	3.8	11.9	Images and reproductions	28,401	3.2	.1
Conductors, all sexes	23,326	4.1	41.2	Paper and allied products	28,060	3.0	4.6
Architects and Civil Engineers	22,001	6.4	5.0	Aromatic supplies and accessories	27,501	7.8
Architects and Engineers	20,850	5.1	.2	Chemicals and fuels	26,019	5.7	.2
Research scientists	19,380	5.6	1.6	Leather and leather products	26,018	3.2	8.6
Lawyers, Judges, Public Administrators	17,440	5.1	.8	Wearing apparel and accessories	24,121	3.1	21.5
Managers, non-farm and arts	16,650	3.1	.8				

*For lack of space, this list is highly condensed. The Decennial Report usually lists 81 entries in each of the three major categories.

11. I.K. GROSS NATIONAL PRODUCT IN BILLIONS OF CROWNS (5730).

Source: Council of Economic Advisors

GROSS NATIONAL PRODUCT		2,608.1	
PERSONAL CONSUMPTION EXPENDITURES		1,653.2	
Durable goods		25.6	
Non-durable goods		25.6	
Services		38.0	
GROSS PRIVATE DOMESTIC INVESTMENT		150.1	
Fixed Investment		122.1	
Non-residential		529.8	
Structures		268.7	
Durable Equipment		172.9	
Residential Structures		63.2	
Nonfarm		32.6	
		261.1	
NET EXPORTS OF GOODS AND SERVICES*		18.2	
Imports		26.8	
Exports		25.6	
GOVERNMENT PURCHASES OF GOODS AND SERVICES		150.1	
Central Government		122.1	
National Defense		529.8	
Courier Goods and Services		268.7	
Other		172.9	
Level or Per and Local Governments		63.2	
		32.6	
		261.1	

*Celestia only. Goods and services for export to Midgaard are listed under Government Purchases (Courier). Midgaard "import" is in terms of immigration, and incomputable in terms of crowns and percent.

Jotunnheim is a mountainous but fertile land. During the day, the air is cool and refreshing, offering a pleasant contrast to the often enervating heat of Pandemonia; temperatures at night are considerably lower, and will occasionally drop down below freezing. Much of the land is arable, and many of the level's mountains are terrace-farmed.

The home of the Vanir,* Hades' nobility, Jotunnheim was by design a residential level; it is here, also, that the Emperor has established His permanent court. Although few Asura reside here, a large segment of the level's population—nearly forty-five percent, in fact—are former mortals, and more than two-thirds of these are Master Artisans.

The original inhabitants of this level were the Elves, a people of the race of Ymir. Like the Asgaardian Norns, the Elves do not concern themselves with the activities of Infernal denizens, although by order of the One they serve, the Yggdrassil, the waters of the Well Mimir are, when necessary, made available to certain members of the Royal Family. The Elves are the smallest in stature of all the Ymir, and the most delicate of build. With the possible exception of the Huaca of Bimini, they are the most cheerful and song-filled members of this ancient race, although their innumerable festive occasions are not often shared with outsiders; without exception, they are the most uniformly beautiful people in all Hades.

Economy: Jotunnheim has become, albeit unintentionally, the business center of the Infernal Kingdom.

The Levels and Pits have always been specialized in their orientations and major industries, but trade between the various divisions of the Kingdom was not at first efficiently organized, and locating outside talents or products was often a difficult and time-consuming process. An interregional commission was therefore established to correlate data on all Levels and Pits, and to provide them, in return, with information regarding both markets and sources of supply.

It was almost inevitable that the commission would be based in Jotunnheim, for this level, originally envisioned as completely residential, found it necessary to recruit all its builders and suppliers from other parts of Hades. The production standards and commerce regulations which had been put into effect by the Emperor early in the Kingdom's history mostly favored small businesses and the independent crafts, neither of which presupposed any wide-spread means of intercommunications; business managers and economics experts were given the

*The Celestial designation for angels of the Blood Royale is *Aesir*. See: Appendix B: THE STELLAR NAMES.

INFERNAL KINGDOM INTERNAL TRADE

Extracts from decennial reports

I. WORKTIME REQUIRED TO BUY GOODS AND SERVICES

Source: Council of Economic Advisors (5730)

Of all consumer goods and services in the Infernal Kingdom, foods and public transport are the least expensive in terms of work-hours. Private conveyances are the highest-priced commodities and therefore the highest-priced; education (i.e., training in a skill or trade), despite the fact that there are rarely any tuition charges, is "paid for" in more hours of work than any other single service in Hades. The table below lists the average retail prices per unit and corresponding work hours, computed on the basis of a median wage of Cr 5.94 per hour, required to purchase twenty-seven of the most common consumer goods and services. (Weights and measures given in parenthesis are the comparative Terrestrial units.)

Goods and Services	Average price: pence or crowns	Work-hours to earn
FOOD		
Cereals & Bakery Products: 1 flask (27 Oz. Terran)	23.6p	2.6 minutes
Dairy Products: 1 Magnum (2.5 quarts, Terran)	58.1p	6.4 minutes
Fresh Fruits & Vegetables: 1 quiver (13 units)	65.3p	7.2 minutes
Meats, Poultry, & Fish: 4 Cubic Wands (17.728 fl. oz.)	72.2p	8.0 minutes
Prepared and Partially Prepared herbal medicines: 1 flask (27 oz)	18.6p	2.1 minutes
CLOTHING		
Worksuit: heavy-duty protective; pants & tunic	Cr 3.85	43.7 min.
Chiton: knee-length tunic, linen	2.06	22.9 min.
Chiton: ankle-length tunic, linen	3.66	40.6 min.
Himation: full cloak, linen	4.16	46.2 min.
Hose: one pair, cotton	1.76	19.5 min.
Girdle (i.e., outer belt for chiton): leather	4.50	50.1 min.
Sandals: ankle tie	6.98	1 hr; 12 min.
Sandals: military make, protective	11.32	1 hr; 60 min.
MISC. CONSUMER GOODS		
Private coach, closed, for six horses*	Cr 15,266.54	42.84 weeks
Private carriage, open, for two horses*	14,701.19	41.45 weeks
Private chaise, open, for one horse*	13,230.96	37.12 weeks
Archives Reader, 5 square wand screen, portable	49.63	8.35 hours
Book, hand-illuminated original	6,989.86	19.58 weeks
Book, copy of illuminated ms. (student scribed)	2.60	28.8 minutes
Theatre admission, one adult	3.50	38.8 minutes
Fine liquor, 1 magnum (2.5 quart, Terran)	5.30	58.8 minutes
SERVICES		
Transport fare, one, any internal location	36p	4.0 min.
Physician, Healer, or Empath, house visit	Cr 5.00	55.5 min.
Laundry service, 20 pieces, finished	10.00	1 hr; 45 min.
Light power, 10 days (250 kilowatt hrs., Terran)	3.41	37.8 min.
Specialized training, first year, one hour instruction	Five Hours
*Not including the price of the horses.		

II. HOW INFERNAL NATIONALS SPEND THEIR MONEY

Source: Interregional Trade Commission (5730)

The table below gives personal consumption figures in millions of crowns for the twelve principal types of expenditures and their major subdivisions.

Goods and Services	Spent*	Goods and Services	Spent*
BUSINESS AND TRADES			
Misc. Supplies, nondurable	384,933	Stationery, paper goods	6,054
Office rents	46,971	Telephone & telepost	15,325
Shop purchases	37,405	Utilities	16,961
Tools and equipment	61,541	MEDICAL CARE	34,620
Training of apprentices	39,204	Charms & Talismans	14,354
CLOTHING AND JEWELRY	181,006	Empaths and Healers	5,956
Dress wear and accessories	106,510	Physicians	2,635
Jewelry	15,560	Prepared herbal medicines	8,923
Streetwear & accessories	6,796	PERSONAL BUSINESS	43,551
EDUCATION	85,146	Bank & brokerage charges	7,767
Bondservant & immigrant	379,743	Legal services	6,260
training and hire (private)	163,169	Property Insurance	12,412
Endowments & scholarships	203,765	PERSONAL CARE, COSMETICS	18,322
Primary (non-skill) education	10,601	RECREATION	221,435
FOOD AND BEVERAGES	255,159	Books, magazines, newspapers	125,080
Alcoholic beverages	9,462	Library fees & equipment	18,810
Food for home use	213,082	Spectator amusements	13,452
Restaurants & caterers	32,655	Toys, musical instruments,	7,767
FOREIGN TRAVEL (Tourists only)	7,647	sports equipment, etc.	17,740
HOUSING AND HOUSEHOLD OPERATION	271,434	Vacation expenditures, misc.	32,134
Dishes, utensils, cookingware	3,525	RESEARCH	63,849
Farmhouse, purchases	33,099	Laboratory & shop endowments	20,668
Furniture & fixtures	39,004	Occult studies & supplies	34,125
General household supplies	10,701	TRANSPORTATION	221,502
Owner-occupied non-farm	102,024	Interregional: land, sea, air	102,280
Rentals: Apartments, hotels, etc.	40,697	Local: land, sea, air	27,378
		Private conveyances/fees	91,216
*TOTAL: 1,990,423 million crowns.			

Courtesy Ministry of Infernal Affairs, 5730.

task of developing a working system whereby goods and services could be located easily, and their distribution effected not only equitably, but rationally.

Members of the various crafts, needing just this kind of outlet, began to automatically register both their products and their requirements with the commission, and the system was soon implemented throughout Hades. Now a central exchange through which is channeled nearly all the Kingdom's internal commerce, Jotunnheim's major industry is trade.

Sites of Interest: Jotunnheim has, officially, only two provinces; SCHACHLIL and VIGRID, but it is loosely divided into four distinct districts, and only a part of the level's northern sector remains entirely residential. Many of its cities have been built on hilltops: in the south, they are airy sentinals which look out over acres of rich farmland, and in the north, the roads leading to the palace cities wind upwards around mountainsides covered with the magnificent rose gardens for which the level is justly famous.

MANCO CAPAC. The capital of Jotunnheim, Manco Capac is a bright, open city of marble palaces and golden domes, located at the foot of MOUNT HUMA, in northern Schachlil Province. Unlike the capitals of other levels, it is not an administrative municipality, but a residential one, and its status as the level's capital derives primarily from the fact that it is a recognized center of activity not only for the residents of Jotunnheim, but for representatives from other parts of Hades as well. The residential palace of the Emperor is the nucleus of this first settlement built in Level Eight, and many of the homes of the Vanir are also located here, so that Manco Capac has become the site of the Infernal Court.

As in Dyonesia, two roots of the Yggdrassil extend into this level. The Invictus Thruway, which joins the two branches of the Jotunnheim Highway, originates in the center of the level's capital. One of the roots terminates in Jotunnheim, at MIMIR, the "Well of all Wisdom."* The Well, province of the Elves, is located just south of Manco Capac.

*See: HISTORY—The State Tree.

ACRAEUS. The "City of the Summit," Acraeus crowns the central peak of the stately COMHALL MOUNTAIN RANGE, which boasts the highest peaks in this land of tall mountains. A city of villas, notable among which is the third, or summer, palace of the Emperor, Acraeus is a semi-restricted area, open to visitors only when its royal inhabitants are not in residence. The view from the city's walls affords a panoramic vista over most of northern Jotunnheim, and the ascent to Acraeus is well worth the climb.

PHORONEUS. The central city of Jotunnheim's business district, Phoroneus is the market-place of the Infernal Kingdom. Most of the transactions conducted here are at long-range, but the city is also known for its bazaars, expositions, and fairs. Some of the artisans summoned to Level Eight to build the palace cities later settled in Phoroneus, and the city still attracts both craftsmen and merchants from all parts of Hades. YACATECULTI, a busy plaza in the center of the city, is the locale of most of the shops and displays in Phoroneus, as well as being the city's bank section. MELCHOM STREET, which runs through the center of Yacateculti Plaza, is the site of the Infernal Stock Exchange, through which pass most of the Kingdom's monetary transactions.

Phoroneus is located in northern Schachlil Province, at the junction of the Jotunnheim Highway South and the Invictus Thruway, a direct route to this city from the level's capital.

KHAY. One of the level's earliest hilltop farm cities, Khay is located on the crest of MOUNT PHAETHON, in southern Schachlil Province, the level's (unofficial) agricultural district. Surrounded on three sides by some of the richest farmland in Jotunnheim, the mountain itself is terrace-farmed almost to the summit. The region's annual harvest festivals are held at Khay, as well as most of the level's agricultural fairs. On its western side, the city overlooks THETIS LAKE, Jotunnheim's largest inland water body.

RAGNAROK. The only site in Vigrid Province, Ragnarok is the arsenal of the Infernal Empire. Most of the base is restricted, since military archives are stored here, and weapons research carried out. The only area open to nonsecurity personnel is the Officer Training Academy, located on the northern perimeter of the base.

Ragnarok is home base for the CONAN CORPS, originally stationed at Götterdämmerung during the Independence War. The Corps represents the cream of the

Legions, and its members are often detailed to train specialized disaster units for the other military services. Land and air maneuvers for the garrison at Ragnarok are usually carried out on Vigrid Field; naval drill is held on the River Styx. Exhibitions of the Corps' phenomenally co-ordinated skills, when held outside of Vigrid, are usually well-attended by civilian as well as military audiences.

The commander at Ragnarok Military Base is Ser Balan Zavael-Tyr Conan.

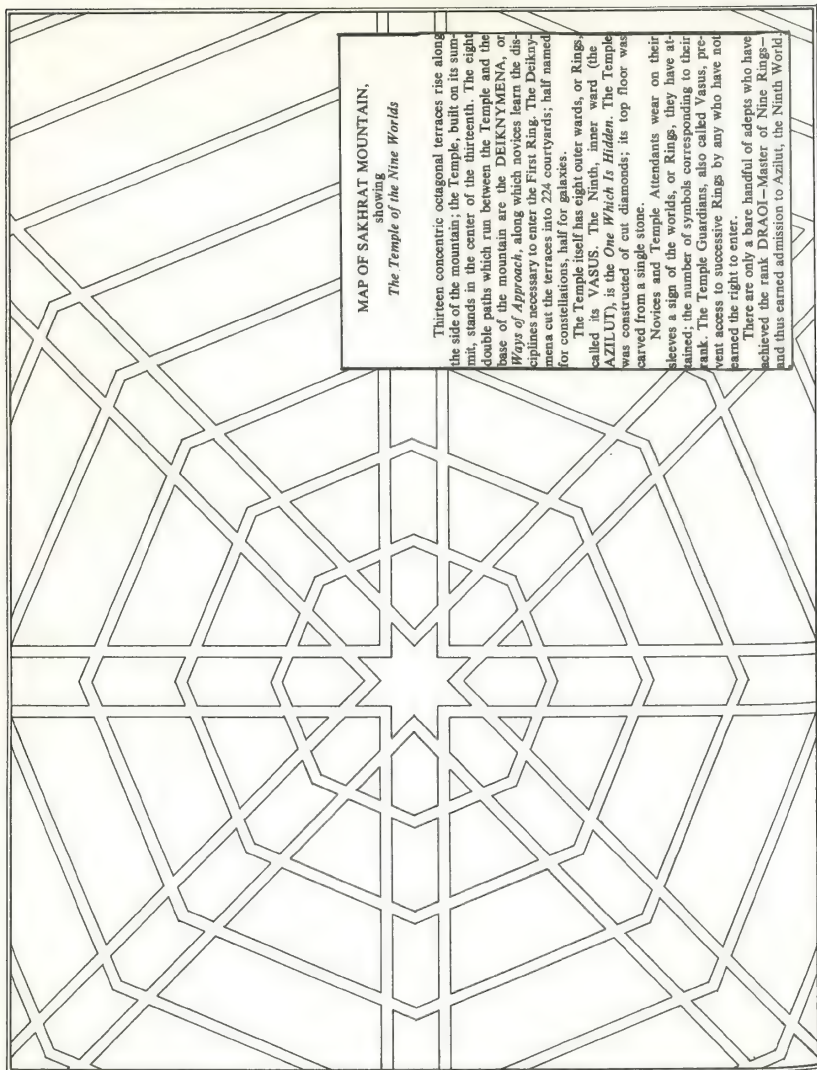
Information regarding this level has been obtained from the following source:

INTERREGIONAL TRADE COMMISSION

18 Melchom Street

Phoroneus, Jotunnheim, Level Eight

Commissioner: Anauel Valafar



MAP OF SAKHRAT MOUNTAIN,
showing
The Temple of the Nine Worlds

Thirteen concentric octagonal terraces rise along the side of the mountain; the Temple, built on its summit, stands in the center of the thirteenth. The eight double paths which run between the Temple and the base of the mountain are the DEIKNYMENA, or *Ways of Approach*, along which novices learn the disciplines necessary to enter the First Ring. The Deiknymena cut the terraces into 224 courtyards; half named for constellations, half for galaxies.

The Temple itself has eight outer wards, or Rings, called its VASUS. The Ninth, inner ward (the AZILUT), is the *One Which Is Hidden*. The Temple was constructed of cut diamonds; its top floor was carved from a single stone.

Novices and Temple Attendants wear on their sleeves a sign of the worlds, or Rings, they have attained; the number of symbols corresponding to their rank. The Temple Guardians, also called Vasus, prevent access to successive Rings by any who have not earned the right to enter.

There are only a bare handful of adepts who have achieved the rank DRAOI—Master of Nine Rings—and thus earned admission to Azilut, the Ninth World.

LEVEL NINE:



Official Name: KAF. *Nickname:* "Cauldron Level." *Area:* 3,950,605 cubic light-years (Rank: Five). *Population:* 12,659,000 million denizens (total). *Capital:* Simurgh. *Governor:* Adrastea. *Lt. Governor and Guardian of the Temple:* Hecate. *Emblem:* On an emerald field, the inverted pentagram, enclosing a serpent guarding an apple.

Land and People: KAF is located in the southeasternmost sector of Hades. Bordered on the south and east by the Styx River, on the west by Jotunnheim, on the northwest by Pandemonia, and on the north by Kraken Lake, it is the lowest level in the Kingdom, rising a mere 1,000 light-years above the Pits. Entrance to this level is through the Gate of Horn, Eighth Extension, from Asgaard, or over the Jotunnheim Falls of the Styx River; Kaf is also accessible by way of the Invictus One Highway from Level Eight, or by direct route from Pandemonia. Its principal river is the Styx, and the level's only major water body is Kraken Lake.

The surface of the land itself, warmed by the Pandorian Fires that lie below it, is nearly at body temperature,* though atmospheric thermal readings may vary

*The reference is to (Terran) humanoid reading.

considerably. Bounded on three sides by large water bodies, the level is enveloped in an almost continual haze, and the bright reflection of the Fires over Kraken Lake, glinting off the sea mist, is not a help, but a hindrance, to accurate perception. Kaf is a land of shadows and half-seen things, of mirage and illusion, where the evidence of the eyes is not always to be trusted, and second sight the most valuable of tools to possess. Near outlines often have the seeming transparency afforded by peripheral vision, while far-off objects sometimes attain an almost painful clarity, imparting to the entire level the unreal landscape of a dream.

Kaf is inhabited only by denizens: no citizens or immigrants are permitted to reside permanently within its boundaries.* Temporary residence permits are available only under two conditions: by special request from the level government—usually in the case of artisans—or with individual permission from the Emperor, which may be granted to either legal adepts, to to an especially gifted student of the University of the Occult Sciences (Limbus). Kaf's denizen population is about equally divided between administrative or justice personnel, and the Masters, attendants, and votaries of the Temple of the Nine Worlds.

The original inhabitants of this level were the Djinn. Although, like the Ymir, they are native to Hades, it is doubtful if they are the same race. The "People of the Fire," they inhabit both Kaf and Pandoria—the only intelligent beings, with the exception of Niddhogge,† who dwell in the Pits before Infernals settled there. For reasons of either personal safety, or inbred dislike, the Djinn will not cross water, and they have, instead, their own entrance to the Pits through the surface of the Ninth Level. They had also constructed a similar tunnel in Pandoria (see Pit One) which, finding no fires below it, they later abandoned. It was this second passway which revealed to the early settlers the existence of those vast regions which lie directly below the Infernal Kingdom; a previously undiscovered country which included not only the Lower Pits, but the greater part of Pandoria as well.

The Djinn have their own culture, rulers, and laws, and they live by a system of thought which is often incomprehensible to outsiders. As a race, they are highly intelligent, but totally unpredictable, and the possessors of strange, sometimes startling, powers. Neither benevolent nor malicious as regards other peoples, they have at different times been called both, for they have a kind of detached impartiality which is tempered with an apparently conscienceless interest in cause and effect. They can be helpful, when the mood strikes them, but they have as often been dangerous, and the general rule of thumb as regards association with the Djinn is that, when possible, they are better avoided.

*As noted in the Introduction, citizen restrictions do NOT apply to those who have dwelt in Hades for more than five centuries; such long-term residents are considered as capable of fending for themselves as are denizens. Tourism in Kaf is permitted only in the northwest.

†See: Niflheim (PIT NINE).

Economy: Kaf is the Infernal "halfway point," the place of return for souls leaving the Pits. Primarily concerned with the welfare and placement of Bondservants—both those who have been assigned to work in the Levels, and those who have completed their term of service and are eligible for citizenship—Kaf is also the locale of those Criminal Courts which review extraordinary cases involving proposed rejudgement of Convict Souls.

Many of the administrative offices in this level are a mirror image of their counterparts in Asgaard. Paroled Bondservants are given the equivalent of a passport, a type of identification which will enable them to travel between their places of work and their homes in Purgatory, while released Bondservants must be issued citizenship papers which clear their past records with all but the Supreme Court Archives in Pandemonia.

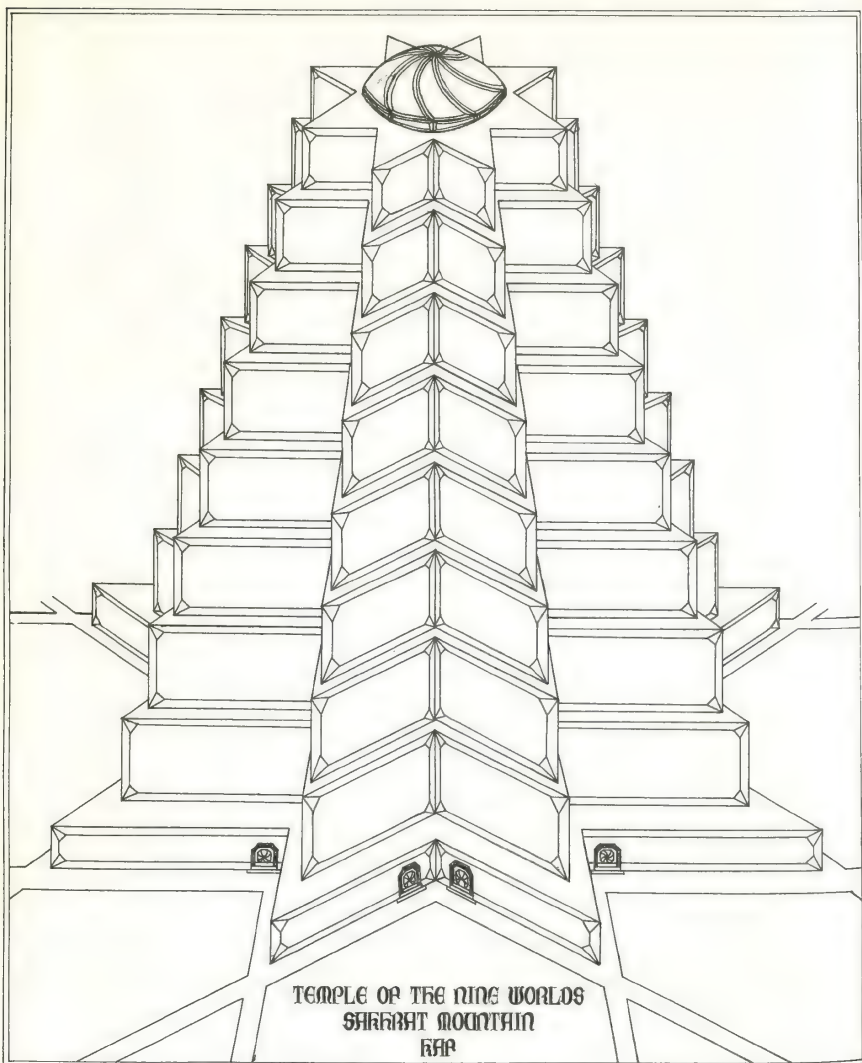
Religion, or its various substitutes, is not mandatory in the Infernal Kingdom, but it is available to whomsoever wants it, and uses discretion in pursuing it. The center for both philosophical studies and the Occult Sciences is also located in Kaf, usually directed by the Temple of the Nine Worlds (see below).

As in Barquest City, Asgaard, the restrictions imposed on visitors to Kaf are primarily due to the level's proximity to the Pits, and travelers are well advised to carry proper identification at all times. The place of both rejudgement and reinstatement of mortal souls, Kaf's major industry is Law.

Sites of Interest: There are three provinces in Kaf, and, some say, three level capitals, since the principal cities in each province so strongly affect not only the administration but the general atmosphere of their regions of influence.

ASTRAEA PROVINCE. The entire eastern sector of Kaf is taken by the province of Astraea, in which are located both the Infernal Criminal Courts of Appeals, and the several entrance and exit ports to the Pits. **SIMURGH**, the level's official capital, is in the extreme northern part of this province. The administrative and legal center of Kaf, it is also the site of the water access route to the Pits: **SUSABO HARBOR** (not shown) is the city's "immigration port," where souls first reenter the Infernal Kingdom. The Harbor also serves as the major embarkation and debarkation port for reformatory personnel and for Pit Guardians on their way to or from Sheytan Council meetings in the Kingdom's capital.

The capital city of the Djinn is located in southeast Astraea Province. **THAUKT** is the site of their cavernous passageway to Pandoria, whose level and pit entrances are called, indiscriminately, **HAROOT** ("this side"), and **MAROOT** ("that side"), depending on the journeyor's point of reference. Kaf is still the best route into Lower Pandoria, and although outsiders are not often permitted



TEMPLE OF THE NINE WORLDS
SHARRAT MOUNTAIN
RRP

entrance to Thaukt, the Djinn did assist Infernal settlers in constructing a similar tunnel some leagues south of their capital, at what is now the city of HERMODR. In addition to its obvious value as a direct route to Pandoria, Hermodr is also a "mining city"; ASEB, a power plant, built at the edge of the tunnel entrance, draws on the core of the Fires in strictly limited quantities as a source of power used both in defense projects and in occult operations (see below: Abraxas).

MOMMUR PROVINCE. The principal city of Mommur Province is OBERON, which serves as a transfer point and final rehabilitation center for Infernal Bondservants. Representatives of the various crafts and trades, business advisors from Phoroneus in Jotunnheim, and student counselors from Limbus all have offices here, where they meet and talk with souls from Purgatory. Oberon is a busy but oddly serene city, whose somehow fey atmosphere has cast its spell over the surrounding countryside.

The Invictus Highway from Astraea Province to Oberon passes through BRAGI ORCHARDS, a luxuriant forest of apple trees whose cultivators claim magical powers for its fruit. Certainly it has taken on an emotional significance, for the apples overhanging the roadside may be freely picked by passing travelers, and have become known, to repatriated Bondservants, as the "fruit of freedom."

South of Oberon is the city of TAM LIN, a semi-residential municipality which houses most of Kaf's hired artisans. Many of those who come here at the behest of the level government repeatedly extend their temporary residence permits, and of those who finish their work and leave, more than half ask to return, usually offering to take apprentices from among the transients of Oberon. The exquisite artwork and handicrafts which come out of Tam Lin workshops are unmatched even in Dyonesia.

SAKHRAT PROVINCE. Kaf's largest province is Sakhrat, in the northwest, the locale of the homes and temples of the spiritual teachers and advisors of Hades. Sakhrat's most famous site is the lovely and enchanting CITY OF SIBYL, built around the base of the Sakhrat Mountain, at whose summit is the TEMPLE OF THE NINE WORLDS.

The Doctrine of the Ninth World teaches that there exist those things which are unknown, and perhaps unknowable, but that it is both the privilege and the function of intelligent minds to seek to uncover all mysteries which confront them. The design of the Temple itself was an attempt on the part of its architects to picture the philosophy of the Eight plus One: the "Eight apparent worlds, and the One which is hidden" (see map).

A variety of fields of study are offered by the Temple, as well as in Sibyl City itself, although all are loosely classed under the designation Occult.*

*Although the studies include magical operations, the word "occult" as employed by the Temple is used in its original meaning: "covered," or "hidden."

Sibyl City is the apex of a triangle whose base line runs from TERESIAS to BENU. Teresias is a quietly residential city which has been nicknamed "The Oracle," since its inhabitants are primarily upper grade adepts and Temple Masters, and its innumerable libraries and archives make it a veritable storehouse of arcane lore.

Benu, in the southeast, is a craft center for the province's adepts. Its source of supply is the Aseb Plant in Hermodr: Benu craftsmen make the ABRAXAS, a talisman which is recognized throughout Hades as a potent defense against any potential danger, and which is worn primarily by the military or paramilitary, by travelers to the Pits, and by the Temple Masters themselves.

Data, maps, and pictures of Sakhrat Province sites have been reprinted by permission from the Temple of the Nine Worlds, 13 Mystery Circle, City of Sibyl. The Temple Master is Agamede Yefafiah Phaldor.

Information regarding this level has been obtained from the following source:

PENDRAGON, GIDEON, MEPHISTO, & SCRATCH

One Courier Circle

Simurgh, Level Nine

Director: L. Baal Pendragon

The Hadial Pits

INTRODUCTION

The Infernal Kingdom has been called an Empire primarily because its two major divisions, while economically interdependent, so often function as separate entities. The administrative problems and the life-styles peculiar to the Pits are completely different from anything in the Levels, and many of the privileges and immunities which are taken for granted in the Upper Kingdom are non-existent below the Guardline. The government in the Pits is under a tight control equalled only by martial law; there are more restricted areas here, and more prohibitions than in the Levels. Souls confined in the Lower Kingdom have no say in the administration of the pit in which they live, and even authorized visitors who are full citizens of the Empire will find that there are stringent regulations governing their movements here. A national of Hades, who can travel freely from Asgaard to Kaf, should not attempt to enter the Pits without first obtaining a special permit similar to a visa; no one can leave the Pits without such a passcard. This regulation is not

entirely arbitrary, since the greater part of the Pits is screened by a powerful force-field called the IKOV (see below), and exit from this region is physically impossible unless the traveler holds its key.

Since no unauthorized personnel are permitted below Kaf, very little emphasis has been placed on tourist information in this section of the Almanac. The Lower Kingdom is, however, an important part of the history and current structure of the Infernal Empire, and the following guide is given as an indication of the organization, economy, and classes of servitors in each pit. Few areas in the Lower Kingdom have been developed with an eye to the comfort or convenience of those who live there; for many inhabitants, their stay will be only temporary, and the Pits are considered less a residential region than a vast storehouse of resources and labor for the Infernal Kingdom.

Exploration and Discovery: The only exposed sector of the Pits, now called Upper Pandoria, was charted during the First Century AI, but except for the token outpost established at Armageddon in the year 82, no immediate plans were made to settle this seared and unlovely land. There was a good deal of natural evidence that large land masses lay beneath Pandoria, but at that time Hades was unable to spare the manpower it would take to reach them, if, indeed, they were accessible at all.

Less than five years later, in 87 AI, three members of the Pandoria task force stumbled on the abandoned Djinn Tunnel. A dome was put in place over the cavern, and the explorers were let down into the Second Pit by means of a hastily-constructed pulley system. They were somehow not surprised to find that the air in this subterranean region was not only breathable, but actually more endurable than the dust-filled atmosphere of Upper Pandoria. The trailblazers were joined by scouting parties who charted the area around the tunnel, and whose divining rods soon gave evidence of vast natural wealth in the Lower Pits. The garrison at Armageddon asked for and received permission to extend the tunnel and, working in shifts, the forty-odd members of the outpost broke through to the Third Pit in 91 AI.

What they found was something more than they had bargained for. A "shark's-teeth" force field cuts through the Pits, blocking off all but small sectors of Pandoria and Purgatory. In Pandoria, it reflected the seemingly unapproachable Fires with an eerie shimmer effect; beneath the surface, it was invisible. It had not registered on any instruments, and it had offered no resistance to the scouts on their way down. But once below it, they could not return.

Worried counsel was taken in the first total parliament in Hades, while the scouts below the Ikov, with elaborate unconcern, continued their explorations. It was the garrison at Armageddon which finally decided the issue. Perhaps more from loyalty than logic, they insisted that the Pits were worth investigating despite

the risk, and volunteered unanimously to join that fifteen of their number who were trapped there, to open up the Lower Regions against the time when a way would be found to release them. Permission was reluctantly granted, but no one could have guessed, then, that it would be more than two centuries before the promise could be kept.

In 305 AI, the Emperor came alone from Mimir to Pandoria's Samru Basin, carrying the weapon that would become the Sword of Flame. At the moment He plunged the blade into the Basin's mysterious fires, the Djinn, using the Phlegethon River as their means of exit, came pouring out of Lower Pandoria to comment, vociferously if unintelligibly, on the reforging of the Sword. Although the existence of this people had long been suspected, their sudden appearance was startling, to say the least. But their swift and unencumbered passage through what was known by then as part of the Ikov Field was evidence of the possibility that the barrier might at last be breached.

The Emperor's questions on the subject were met with a frustrating combination of shrugs and silence, and rather than confirm or deny His suspicions regarding this potential power of the Fires, the imperturbable Djinn simply sat back to watch what He would do. Alone in Pandoria with none of His counselors to protest His action, and none but the closed-mouthed Djinn to witness or report it, the Emperor made a rash but characteristic decision. He walked through the Ikov, and then, with His sword as a talisman, walked out again, with ease.

The solution had been found.

The Pathfinders of the Armageddon Garrison had made no attempt to build any settlements in the Pits, though they did scout most of Gehenna for potential settlement sites and for data on the Ikov Field* before venturing any deeper into the Lower Kingdom. Once the remaining members of their outpost had joined them below-worlds, however, they put most of their energy into extending the tunnel, pausing only to establish one- or two-man communications/relay posts—not always staffed—at each tunnel entrance. By the end of the Second Century AI, they had penetrated to Niflheim, and by the time the Ikov was finally breached, the Pathfinders had charted many of the regions they had so diligently opened up. The precise and detailed information they gathered provided future settlers with a coherent idea of what could be expected in the Lower Pits, making this region the only part of Hades whose nature was known and whose use was decided before it was settled.

*See Purgatory: *General Information*.

The Hadial Pits are vast, independent ledges which are composed of a variety of elements; they lie one above the other at distances which may vary from 500 to 1500 light-years. Elongated from east to west, each pit is completely encircled by the GIALL RIVER, which flows downward between the Pits, and which reverses the (level) direction of its flow around each of these subterranean ledges.*

The Ikov Field does serve an important function. It is, in effect, a container, which not only supports, and, it is believed, balances the Pits, but which effectively cages their native life-forms (see GOLEM, Gehenna). Invisible in the atmosphere between Purgatory and Gehenna, it thickens and becomes opaque on the far side of the Giall River. That part of the Ikov which encloses the Pits is impassable from either side with or without the aid of the Fires which probably formed it.

The Ikov "key" now in use is the Abraxas, made from the Pandorian Fires by the temple craftsmen at Benu; it is effective only where the Ikov is transparent. The insignia of each pit, which is worn by its guardians as a badge of office, is engraved on this valuable talisman. Similar stones are individually crafted for authorized travelers to the Pits, although all such visitors, no matter what their mission, are required to leave their Abraxas with Gehenna Guardians until it is time for them to leave the Lower Kingdom.

Entrance to Pandoria is through the Ivory Gate from Asgaard, and thence over the Golden Bridge of ALSIRAT to Armageddon, or by way of Kraken Lake from Kaf. Entrance to and exit from the Lower Pits is through Pandoria only. Terms of exit for souls confined in the Pits are specified in the following chapters.

Judgement and the Pits: Even before the Infernal system of judgement courts was officially established, certain souls were remanded to the Pits of Hades primarily because their nature or actions made it impossible to trust them in open society. At present, confinement in the Lower Pits—even for those judged deliberate criminals—is not necessarily permanent. While so-called "lip-service repentance" is not sufficient for release, any measurable change of attitude on the part of a con-

*i.e.: The Giall enters the Second Pit from the northeast, and flows counterclockwise (Terrestrial reckoning) around Purgatory, exiting at the southeast. It then enters Gehenna at the southeast, and flows clockwise to its exit point in the northeast. In Niflheim, the Ninth Pit, the River divides, flowing westward along both sides of the pit, and spilling over into the Ginnunga Gap.

vict is, and these souls are given every opportunity to demonstrate their ability to accept re-education.

Unlike the Levels, the industries and life-styles in the Pits are not a reflection of the nature of those who dwell there. The economy of any given pit is dependent on its natural resources, and is not influenced by the treatment accorded to souls-convict confined in it. A soul may presumably be sent anywhere in the Pits where labor is needed, though the original judgement courts must perforce admit to a certain grim humor in their selection of which regions would house which criminal souls.

There is retribution for criminal behavior, but even so, a "Hell of Torments" exists only in fable. The sheer waste of valuable manpower, both in terms of the souls themselves and in terms of the damaging effect on those who would have to discipline them, makes the idea untenable.* The general criterion for correction is that the souls-convict must be made to stand in the shoes of those they have harmed, until such time as the error of their ways has been irrevocably brought home to them. The Pits are, therefore, less a prison than a reformatory, for each convict soul who can be effectively re-educated is a potentially productive citizen for the Infernal Kingdom.

Except where specifically stated otherwise, all descriptions of both crimes committed and relative living conditions in the Pits refer to those of Terrestrials only: souls from other worlds have different behavior patterns, and, accordingly, are given different treatment. While the code of law delivered to each world is the same in many respects, the natures of the different peoples of Midgaard are not, and an individual must of necessity be judged not only on his acts, but on his instincts. For Terrestrials, violations of the Code are described as "Hot Crimes" (or Crimes of Passion), or "Cold Crimes" (Crimes of Deliberate Intent); the latter being in all cases considered more serious. A Crime of Passion is dealt with more leniently, since most Terrestrials are by nature a passionate people, and therefore cannot be expected to act against their nature. An individual whose lack of control under pressure makes him dangerous to himself or to others may have to be confined in the Pits, but only until such time as he learns to turn his energies to more constructive ends.

*Even under present conditions, the legions assigned to the Pits are rotated regularly to avoid just this type of contamination.

Environment, too, is taken into account, and the era and place of an individual's mortal abiding may alter the judgement of his actions. While Infernal Policy may disagree with the ideals of a particular culture, it certainly cannot condemn the individual for practicing the precepts it taught him, and such persons will simply be recommended for intensive re-education. In the same respect, any culture which has not been apprised of the Law cannot be expected to practice it; no one is punished, in either kingdom, for not obeying a code he has not been taught.

Judgement is given according to the Stellar Code, Section 34B/MIDGAARD: *Guidelines for Civilized Behavior*. All mortal worlds are apprised of its conditions; the Law is delivered verbally to different peoples on a Midgaard world at the first sign of the development of culture, and repeated at staggered intervals throughout their history. It is important enough that the first teaching will often be done by the Supreme King Himself. In less credulous—or, if you prefer, more sophisticated—societies, its precepts are suggested subverbally to receptive and influential individuals by Stellar Archons.

Because there are only seven Lower Pits, in Hades the violations of the Law are stated under seven general Accusations; this grouping is made primarily for convenience in administration. There are actually an infinite number of guidelines which are taught to Midgaardians. In general, the Law may be summarized as prohibiting an attitude of active contempt for the welfare of fellow beings, for it has been found that no society can survive unless its members support the Code and respect each other. For those who are interested, one of the most familiar and most concise statements of the Stellar Law on Terrestria may be found codified and defined in the table known as the Ten Commandments.

The jurisdiction of the Pit courts differs from that of Level courts. The Courts of Pandoria may make final ruling only on destination points—i.e.: where a condemned soul will be assigned. Either the Pandorian Courts or the individual Pit Review Boards may recommend re-evaluation of a convict's status. But any final decision regarding the release of a soul-convict must be referred to the Courts of Kaf, for such release automatically implies full citizenship, and this type of appeal is beyond Pit jurisdiction. The exception to this is, of course, the Purgatory Court of Rejudgement and Appeals, which is an official extension of the Infernal Kingdom Supreme Court.

Much of the data concerning the Pits of Hades is classed as confidential. The reader will note that no population figures are given in this section of the Almanac; also, that the names of former mortals confined to the Pits are not available except with top security clearance. Any soul whose name is listed in open record as residing in the Pits is a full citizen of the Infernal Kingdom who is either a volunteer worker or explorer, or a judgement court official.* The history and condition of convict souls should be of concern to no one but themselves and their guardians.

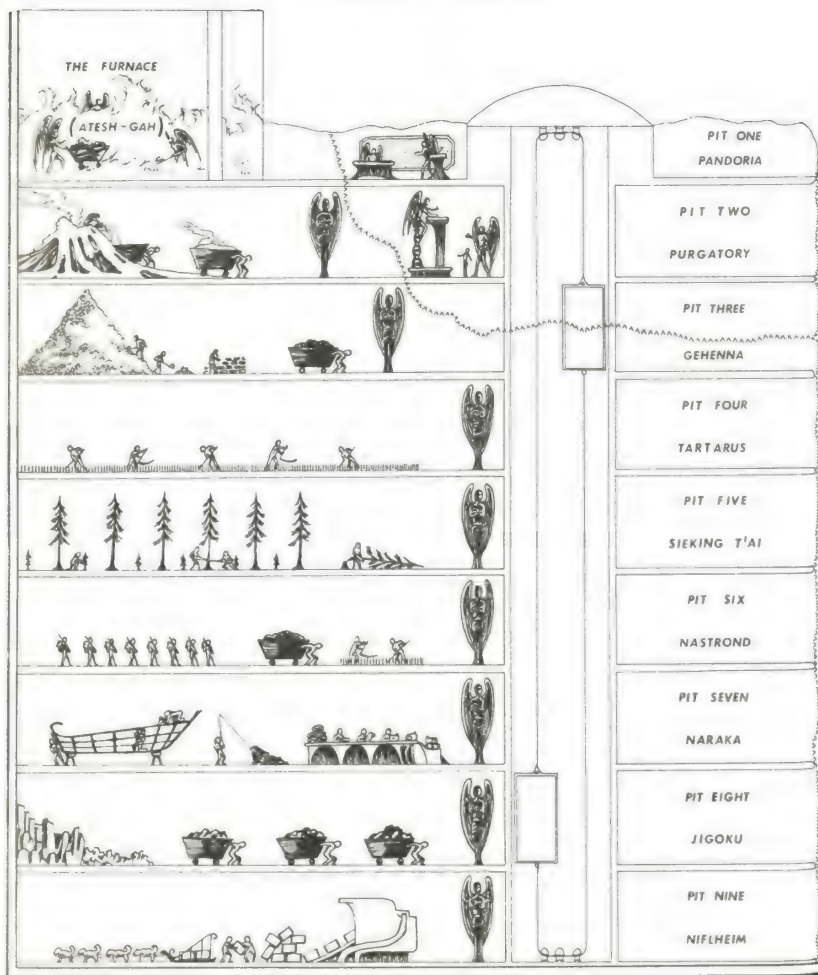
The editors would like to acknowledge the assistance and co-operation of Pit administrators in compiling this section of the Stellar Almanac. All information regarding judgement of souls is published with the permission and under the guidance of the Infernal Ministry of Justice, Department of Retribution and Reciprocity, 5733 AI.

*A problem for the foreseeable future lies in the large number of Infernal nationals—most of them citizens—who are beginning to volunteer their services in developing the Pits. Such a labor force is of course much more attractive in many respects than one composed of criminal souls who must be continually watched—and volunteer workers or explorers are invariably given priority on any requests they may have regarding development of the Pits. Should there eventually be, however, a large enough permanent Pit population made up of nationals (who would naturally wish to make these regions comfortable as well as productive, thus expanding liveable land area like that in the Levels), Hades will no doubt begin to refuse the services of convict souls, and Celestria may find itself with an ever-growing population of "undesireable aliens" on its hands—again.

CODE OF THE KINGDOM

There are no crimes against gods, since
no mortal is expected to know what the
Immortals require of him.

There are only crimes against Humanity,
for all but the foolish and the insane are
capable of understanding what their fel-
lows require in order to live as Men.



Courtesy Infernal Labor Commission, Pits

PIT ONE:



Official Name: PANDORIA. *Area:* 863,689,922,500 cubic light-years (Rank: One). *Administrative Center:* Armageddon. *Guardian:* Epimetheus. *Industrial Advisor:* Kaoshar. *Insignia:* On a deep ebony field, THE SWORD OF FLAME.

Population: PANDORIA is the doorway to the Lower Kingdom. The largest of the Pits, it is the only one which houses no mortal souls.

Although Pandoria's most important function is as the executive and judicial comptroller of the Lower Kingdom, less than one-quarter of its residents are employed in these capacities. Between fifteen and twenty percent of the pit's inhabitants are military personnel assigned here from their home bases in either Asgaard or Ragnarok; more than half the denizen population is composed of scientists—in particular, alchemists—technicians, and mining engineers (see below, Economy).

Geography and Resources: Upper Pandoria is hot and dry; the land is charred, and the air swirls with particles of dust, cinders, and ashes. All cities here are domed, and those of the pit's inhabitants who must travel outside city limits wear face masks and body shields. Only near the eastern shoreline is the land cool to the touch, and the air relatively clear.

Lower Pandoria is solid flame. The consistency and appearance of the Fires is not uniform throughout this region, but nowhere in the lower part of the pit is there permanently solid ground. A solid object inside this space is buoyed up by the gases on which the Fires feed.

The eastern sector of Lower Pandoria, called THE FURNACE, is a flaming sun whose radiated temperatures reach more than 50,000° centigrade; it is this area, though it extends less than half the width of Kaf, which warms that entire level. It is here, too, that the special regenerative and talismanic attributes of the Fires are concentrated. Beyond this core, the properties of the Fires alter, gradually exchanging their heat for different forms of power, until, in the extreme west, they radiate cold light. It is from the Fires of Pandoria that the Infernal Kingdom takes its name, and most of this pit's industries are based on the use of the Fires themselves, or with minerals and chemicals which have been affected by their radiations.

Although the Fires possess an apparently unlimited number of properties peculiar to themselves, most of which are, admittedly, not yet fully understood, by far their strangest quality is that they do not *burn*. Surrounding areas—land, air, and water—are heated by them, in degrees regulated by proximity to the Furnace, but once inside its central core, the sensation is almost one of cold. A living body, descending through the Furnace, cuts its own "passageway," about the thickness of an aura, inside which a relatively normal atmosphere will be maintained indefinitely. Even so, the number of such visits, and the length of stay, must be strictly limited. A being may pass through the flames unscathed, but not unchanged, for the Pandorian Fires leave their mark on all things, living or inanimate, which enter their realm.

Economy: Pit Finances (5730): Revenue, Cr 53,116 billion; Expenditures, Cr 52,066 billion. *Leading Industries:* Infernal Government and Military Installations, alchemical processing, light and power, scientific instruments, pharmaceutical and biological products. *Chief Mining Products:* Chemicals, talismanic metals, sorcerer's lodestones, cold light. *Chief Agricultural Products:* None.

General Information: Pandoria's administrative center is ARMAGEDDON, founded in 82 AI as a base of operations for exploration of this pit. The site was chosen both for its natural harbor (SURSUNABU), and because of the rock-lined water

basin which stood nearby. HAWDH, the only such basin in the pit, later proved to have a high chemical content which made its water undrinkable, but the liquid has other valuable properties, and several highly potent medicinal drugs have been developed from this source (see below).

Although the city never lost its importance as a port, in the years between 91 and 305 AI, most activity in the pit centered around NEDU, built at the site of the Djinn Tunnel. The two outposts were eventually connected by a shielded passageway, which greatly facilitated communications between the harbor and the tunnel; the passage is still used by all travelers to the Lower Pits.

Pandoria's major river is the PHLEGETHON, which flows from west to east, from Lower Pandoria to the SAMRU BASIN, just beyond the Ikov. The Phlegethon is a river of liquid fire which, with Samru, imparts a constant gold-red glow to the upper pit and to the surrounding atmosphere: there is no night in Pandoria.

MUSPELHEIM, a combination military base and research center, forms a protective semi-circle which fronts the Samru Basin. It is the closest settlement to the Fires, and, accordingly, the hottest residential area in Pandoria. Originally a minor extension academy of the Ars Surtyr,* Muspelheim has grown into a thriving city which now houses the majority of Pandoria's resident scientists. UROBOROS, IALDABOATH, and NAGARI are only three of the alchemy laboratories located in this city; between them, they produce more varieties of precious metals than the whole of Salamandria Province in Typhaenos. Nagari, the newest of these laboratories, is credited with the discovery of the chemical compound ALKAHEST: the universal solvent.

The plain between Nedu and Muspelheim is known as RABDOS. Originally thought to be devoid of natural resources, this region has proven to be the richest in Upper Pandoria. Strewn with ordinary-looking rocks which have been subjected, over the centuries, to radiation from the Pandorian Fires, Rabdos is the source of a limitless variety of sorcerer's lodestones. There are more than fifty settlement-domes on this plain alone, making it, if not the most heavily-populated region in the Pits, certainly the most intensely developed. The properties of some of the better-known of these valuable stones are well worth listing here.

PONTICA is a "verity stone," used by criminal court judges to compel witnesses to speak objective truth. Of a similar nature is the gem ASTROITE, primarily used in medical research and in the treatment of amnesia victims. The properties of the ANACHITIS stone have proven particularly valuable to seafarers; the stone is used for navigational purposes and is also capable of calming the waters during storms. Anachitis is often worn as a talisman by swimmers. By far the most valuable stone found in the Rabdos plain is the CHANDRAKANTA, a beautiful but dangerous jewel credited with occult powers and magical properties, which is, by law, shipped exclusively to the Temple of the Nine Worlds, Kaf.

*See: College of the Applied Sciences, Limbus.

Northwest of Muspelheim lies the reason that Sursunabu Harbor, Armageddon, is Pandoria's only natural port. The pit's largest natural inlet is guarded by the boiling whirlpools of SCYLLA and CHARYBDIS. From landside, the churning waters, which catch the light of the Pandorian Fires, make a colorful and even exciting display, but from the sea the dangerous inlet is impassable to ships, even with the use of the otherwise effective Anachitis talisman.

Pandoria's share of the Ikov borders and contains the Fires of the western region of the pit; the best route into Lower Pandoria is still through the Hermodr Tunnel, Kaf. There are no permanent settlements in Lower Pandoria, but certain of its regions are more frequently mined. The most productive is the westernmost sector of the Fires, which is known, like so many sites in this pit, by its Djinn name. KLUDDE is the source of ninety-five percent of the Kingdom's cold light.

Guardianship of Souls: Pandoria is the clearing-house for all souls who, for one reason or another, are not eligible for citizenship in the Infernal Kingdom. The judiciary bodies, located in Armageddon, are divided into three major areas of jurisdiction.

The first court of the Pits is the SEDAER SORUSH, which decides the placement of all souls remanded to the Lower Kingdom. With the exception of the Purgatory court officials, all Guardians, assessors, and justices in the Pits are ultimately responsible to this tribunal. The Sedaer Sorush has three administrative branches. The CLOTHO, or Records Division, is the court archives, which records all past deeds of the individuals in question. The LACHESIS, or Placement Division, is responsible for assigning all souls to their appropriate destinations. Perhaps of greater importance is the ATROPOS, often called the Watchdog Court, which must not only maintain a continuing record of all souls so assigned, but which is authorized to demand, at regular intervals, reports on their condition and progress, and to conduct its own investigations into the treatment of souls-convict. The Atropos is also empowered to recommend that the judgement of any given individual be transferred to the extra-kingdom courts.

The Atropos branch of the Sedaer Sorush is closely allied to those Secondary Appeals Courts, or SEDAER HORUS-KARSHIPTA, through which certain individual judgements may be remanded to the Courts of Kaf. Its judgements are usually well enough researched that they can be taken at face value by the Level courts, and although the Horus-Karshiapta has no jurisdiction beyond Pandoria, it is but rarely that its decisions are reversed by a higher court.

Pandoria's third tribunal has proven to be the one which excites the most interest both here and in the Levels. The SEDAER MENG is that court which presides over *The Return* (UHM ANKH), called by Midgaardians the Reincarnation of Souls.

The Meng Tribunal is identical with its counterpart in Edom; so much so, in fact, that all divisions of this court bear the same names here as they do in Celestria, and are responsible to the same central authority.* Like the Sedaer Soroush, the Meng Tribunal has three administrative branches, each of which deal with those different circumstances under which a soul may be returned to a mortal world. Only one, the KEUCHEU-KEIAO, is connected with the extensive system of Rejudgement Courts (above).

The "Court of the Second Chance," the Keiao is empowered to grant reincarnation to convict souls as their opportunity for complete re-evaluation. Under Infernal Law at least, no soul who stands convicted of deliberate criminal activity can ever become a full citizen of the Realm. If, however, a potential for reform has been demonstrated, such an individual will be sent back to one of the worlds of Midgaard—not necessarily his own—in the hopes that when he reenters the Kingdom he can be, if not admitted as a full citizen, at least eligible for that status. When such a Return is granted, all past deeds of the individual are wiped clean, no matter how many times this chance has been given, and he will be judged only on the basis of his most recent mortal existence.

Reincarnation is also granted as a short cure for homesickness. The TOBO-PARAQLITES, nicknamed by Infernals "Persephone's Dream," grants rebirth to those souls who hunger for their home worlds too intensely to adapt to life in either immortal kingdom. The situation occurs more frequently than might be imagined, and Infernals in particular recognize intense homesickness as an overpowering pain which can be alleviated by nothing short of Return. Such individuals, who may come from the Levels as well as the Pits, are invariably sent back to their world of origin, and often once is enough, for the simple proof that they can Return if they want to usually suffices to quell the longing.

Both of these courts make use of a drug which has been distilled from the waters of Hawdh Basin, Armageddon. The serum, called PURAH in Hades and QENNA by Celestials, not only facilitates rebirth, but causes complete—if temporary—amnesia, thus insuring that souls so treated will remember nothing of their past lives for the duration of their stay in Midgaard.†

*The Interkingdom Supreme Court, or SEDRAT SAOSHYANT ELYON. The jurisdiction of this court covers all matters relating to the judgement of souls, particularly as regards what Midgaardians term, somewhat poetically, their "salvation." It is located at Heimdall's Fortress—neutral territory—and although its judges are from both kingdoms, its ultimate authority is the Supreme King. Cases involving Return must be referred to this court, as such action requires not only the sanction of the Supreme King, but also His assistance. The presiding justice of the Interkingdom Supreme Court is Prince Mazdah Ahura.

†The serum is not always 100% effective. Some individuals have been found to be immune to the drug, or only partially receptive, as Terrestrial history of such unfortunate cases records.

The third division of the Meng Tribunal is more unusual in nature, but those souls who come under its jurisdiction are perhaps more familiar to Midgaardians. The HEKAU MILAMALA presides over the cases of those individuals whose mortal lives were seriously incomplete. Some were victims of violent injustice, and who, therefore, are permitted Return to either redress the wrong or identify the agent of it to Midgaardian authorities. Some are simply permitted to remain with mortal loves until they, too, are Called to the Immortal Universe. The majority of these souls are those whose actions set off a chain of events which must be corrected; if they can repair the situation they have caused, it counts in their favor when they finally come to judgement. These individuals are not reincarnated, but simply returned, incorporeal, to the precise scene of their past lives; they become BALOMA, known to Midgaardians as "ghosts."*

Souls eligible for Return are the only ones who leave the Pits by the route they used to enter; over Alsirat Bridge to Barquest City, Asgaard.

Information regarding this pit has been obtained from the following source:

INFERNAL LABOR COMMISSION, PITS

970 Severance Road
Armageddon, Pit One

Director: Abaddon Apollyon

*Not all such "ghosts" are Baloma. Some are souls whose will to live was so strong that they remained in Midgaard even after the dissolution of their mortal body. If found by Stellar Archons—and not all are—they usually take a good deal of convincing before they will accept transport to the Immortal Universe, or even accept the fact that it exists at all. See also: Lemures, Purgatory.

PIT TWO:



Official Name: PURGATORY. *Area:* 20,979,632,560 cubic light-years (Rank: Eight). *Administrative Center:* Deianira. *Guardian:* Sandalphon. *Industrial Advisor:* Meder. *Insignia:* On a deep blue field, the Justice Scales in gold, showing a soul weighing less than a feather.

Population: PURGATORY houses the Infernal Bondservants, who are called, in less official terminology, the Adam Kadmon.*

Infernal Bondservants serve in a variety of capacities. They are assigned in shifts to those Level industries where unskilled labor is required: the scheduling is so arranged that eventually all souls in Purgatory have the opportunity to experience life in the Levels. As quickly as a given individual shows an aptitude for a particular field, he will be issued a *Writ of Indenture*: that is, apprenticed to a Master Craftsman in whichever field applies to his talents, so that, hopefully, by the time

*"First Men." See Appendix B/ THE STELLAR NAMES. The reference Bondservant (KHWAN-MAMITU) is specified and defined in the Immigrant Dispersal Act, which see under HISTORIC DOCUMENTS.

he graduates from Purgatory, he will have his own trade. Bondservants not assigned to the Levels work in Pit Two, dividing their time between the industries here, and the Purgatory Training Schools.

Some Bondservants, usually those near the end of their term, may be assigned as LEMURES, or messengers to Midgaard. This capacity is not to be confused with either courier assignments or the Baloma; the function of a Lemure is to serve as a guiding spirit—in fact, an additional conscience—to warn corporeals against serious misdemeanor, to offer advice, and often, to deliver messages on various subjects.*

All Bondservants live “above” the Ikov—a symbolic gesture suggestive of their greater freedom of exit from the Pits—though some may work in parts of Lower Purgatory. No Bondservant is ever required to journey below Purgatory, unless it be in the strictly voluntary capacity of messengers to the Lower Pits.

Often, Bondservants will volunteer to remain in Purgatory for a short period after their own term of service is completed, to work with new arrivals. Such an offer is always accepted, since it has been demonstrated that their arguments are, for a variety of reasons, more effective with distressed souls than are the coaxings of denizen guardians, no matter how gentle. Any Bondservant who cannot “repent” (i.e.: forgive himself for his imaginary guilts), will usually be sent to Celestria for training and treatment there.

Since most Bondservants are in Purgatory because they have been made to feel guilt by an outside source, it was considered fit that their tormentors should also be held here. Called SADRIPU, a word descriptive of the malicious intent inherent in their nature,† these deliberate persecutors are detained in Lower Purgatory until such time as their victims recover from their feelings of guilt.

This part of Purgatory, located beyond the Ikov, is the only sector of the Pits which could be properly described as a prison. While the Sadripu are put to work at various menial tasks, they are not here for corrective treatment; their principal occupation is being constantly reminded of the wrongs they have worked, and the reasons they are here. Once they have seen their erstwhile victims graduate to freedom, they are themselves transported to that Lower Pit where they properly belong.

*These messengers, usually carrying information from Infernal Research Laboratories, were originally assigned indiscriminately to any mortal world. The practice was halted when it was discovered that such alien apparitions were startling to Midgaardians, and now even those Lemures sent to their Home Worlds usually remain invisible to corporeal eyes. Undoubtedly, however, it is from this first, indiscrete, period that the Midgardian concept of strange-looking “demons” was evolved.

†See: Cythrawl, GEHENNA.

Geography and Resources: Although it is far from providing Level standards of inhabitation, Upper Purgatory is still the most pleasant of all the Pits. In contrast to the stifling heat of Pandoria, this pit is warm and dry, and even experiences occasional mild rainfall. Most of its water, however, comes from the Giall, a much more reliable source for irrigation purposes. Purgatory's sole internal river is the EUNOE, a meandering stream which flows, somewhat lackadaisically, from west to east, emptying finally into the Giall. This river gives rise to the flourishing forest of hardwood trees which covers the northeastern sector of this pit.

In the south and west, natural vegetation is sparse, but the land takes easily to cultivation. The Ikov shields Upper Purgatory from much of the heat of the Pandorian Fires, but it does not screen out their other forms of radiation, and this pit is therefore able to produce a variety of talismanic plants and herbs unknown in the Levels. No attempt has been made, even in recent years, to farm the strip of desert, known as the DUST BELT, which extends across the entire western sector of this region, for the finely-grained sand here has proven to have a value all its own (see below).

Like Pandoria, this pit has a natural province division. Lower Purgatory, sometimes referred to as YAOTZIN PROVINCE, is cut off from the rest of the pit by the Ikov Field. This region lies directly under the Pandorian Fires, and most of their radiated heat seems to be concentrated here, making Lower Purgatory the hottest place in Hades. The composition of the bedrock which makes up the bulk of Yaotzin is oddly similar to that of the trees in the Eunoe's HESPERIDES FOREST, and it is mined for its valuable mineral content. Only a narrow strip of land along the coast is solid ground, however; the center of this vast plain is a seething cauldron of molten lava.

Economy: Pit Finances (5730): Revenue, Cr 809,650 billion; Expenditures, Cr 781,700 billion. *Leading Industries:* Infernal Government Installations, education, transportation, primary raw materials, metallic and biological, limited timber products, miscellaneous crafts and trades. *Chief Mining Products:* precious metals, thaumaturgical dust, natural fire gems, chemicals. *Chief Agricultural Products:* gold, talismanic and medicinal plants and herbs, protective fiber plants, limited vegetable gardening.

General Information: With the assistance of the Armageddon Garrison, instruments were quickly developed to at least detect the Ikov. By the year 93 AI, its extent above the Third Pit was known, and shortly thereafter, Purgatory was opened to settlement.

This pit did not, originally, house Bondservants (see Limbus), but rather Celestria's "undesirable aliens." Primarily because this extra labor force was needed to develop Purgatory, neither these souls, nor the Celestial Observers who arrived somewhat later, were told of the existence of the dangerous force-field.* Infernal Guardians simply established a "deadline" just above the Dust Belt, beyond which no one was permitted to pass. The visible evidence that the land beyond the Deadline was "uninhabitable" was enough to convince even the most suspicious Celestial that this restriction was merely a necessary precaution. At about the same time, a security station was built at MALPHAS, the supply depot at the entrance of the Tunnel Extension. Here again, the explanation that the Lower Pits were to a large extent uncharted and therefore potentially dangerous was acceptable, and since no souls were being sent below Pit Two, no further inquiries were made by Celestial Observers. In any event, Upper Purgatory had a reasonably satisfactory climate, and the pit's obvious wealth was more than enough justification for using all available labor to exploit it.

The earliest settlement camps were all established east or north of DEIAN-IRA, the pit's administrative center, although Infernal denizens did investigate the potential value of lands nearer the Deadline. The most important of these first settlements was LADON, built at the edge of the Hesperides Forest. The trees in this region bear apples of solid gold, and until the Ikov was finally breached, making the wealth of the Lower Pits available, the Hesperides Forest was the single largest contributor to the Infernal Treasury. Attempts to cultivate Hesperides Trees elsewhere in Hades met with only partial success; it was found that they would not grow anywhere but in Purgatory, and that even here, the trees would not bear fruit if grown any distance from the Eunoe. The secondary forests did give Purgatory another industry, however, for their rock-hard wood is a valuable building material used in several parts of the Lower Kingdom.

In addition to its effect on the Hesperides Forest, the Eunoe River proved to have its own resources, for its bed was filled with literally millions of natural fire gems. The jewel has no thaumaturgical value, but of all gemstones found in Hades, it is the most beautiful. The natural stone has what appears to be a particle of fire imprisoned within it: craftsmen in Typhaenos and Kaf do, in fact, inject flames into the gems they manufacture. It was the Fire Gems found in Purgatory which were used by Infernals in the construction of the Erebus Corridor Extension of the BiFrost Bridge.

Purgatory's first agricultural settlement was ISPHAN DARMAZ, located in the extreme southeastern sector of this pit. Most of the plants which are processed in

*The danger of the Ikov later became one of the best-kept secrets of the Independence War. When the original Pandoria Garrison was finally brought up out of the Lower Pits, they were stationed between Armageddon and the Tunnel, with orders to retreat beyond the Ikov perimeter in the face of any appreciable Celestial attack. The ruse was successful, and several divisions of Celestial troops were decoyed into the Pits and trapped there for the duration of the War.

Pandoria's pharmaceutical laboratories are grown here, as well as a varied assortment of herbs and drugs which are shipped directly to Kaf. Another of Kaf's consistent suppliers is SUPHLATUS, on the northern border of the Deadline. This settlement, established much later than Isphan Darmaz, sorts and processes the sands of Purgatory's Dust Belt, some of which are used by the Temple of the Nine Worlds in occult operations, and some, interestingly enough, by Dyonesian theatres for magic shows.

Yaotzin Province, below the Ikov, was the last region in Purgatory to be settled. Its only habitable area is a narrow piece of land known as the OCNUS STRIP, which owes its hard rock surface to the fact that the Giall River absorbs much of the tremendous heat of the Pandorian Fires.* Although a number of checkpoint stations have been built along the Strip, there are only three actual cities in Yaotzin; two located at the Ikov border, and one, UKOBACK, at the province's extreme western point. The molten rock which makes up the center of this region contains a highly rich mixture of valuable metals, which include silver, platinum, mercury (rare in Hades), and a variety of radioactive ores. Infernal engineers have constructed a series of pipelines which carry the molten rock from the center of Yaotzin to its three mining cities, where the ore is processed, sorted, and shipped to the Levels.

The province's border cities serve a double function. The Sadripu, Purgatory's darkbound convicts, make up the bulk of Yaotzin's labor force, and these two cities are responsible for their guardianship. VIZARSH, in the north, has become primarily an entry point into the province, and as such, it assigns Sadripu souls to their various tasks along the Strip. Utilizing the Giall River's eastward flow, SAMAN, in the south, is a transfer point out of Yaotzin, which sends the province's products to Upper Purgatory, and the Sadripu to Malphas and the Lower Pits.

Guardianship of Souls: Of primary concern to the Guardians of this pit is the swift rehabilitation of the Bondservants assigned to their care.

The Purgatory Court of Rejudgement and Appeals, founded during the Age of Reform, is the only official extension of the Supreme Court to be found in the Pits, and the three Chief Justices of the Judgement Court (Karma) preside over its functions in rotation. Each individual case is reviewed a maximum of once every score—more often, if requested by the Bondservant or deemed wise by his superiors or the Courts. This established period of rejudgement has proven to be necessary, as Bondservants are usually their own harshest judges: more than ninety-five percent of them, in fact, are in Purgatory because they requested a period of confinement

*Despite the fact that the Fires lie directly above Yaotzin Province, without benefit of the Ikov Shield, they are, for a number of reasons, completely inaccessible from Purgatory.

to atone for crimes which the Infernal Government considers either inconsequential or wholly imaginary.

Of greater importance than the rather half-hearted "penances" assigned to Infernal Bondservants are the Purgatory Training Academies, all of which are extensions of Limbus universities. Purgatory Guardians consider this pit more on the order of an absorption center than a detention camp, and it has been found that training in a useful skill is a much more effective means of rehabilitation than any judgement handed down by the Supreme Court. Souls assigned here are shifted from one workshop to another, in an attempt to discover where their talents and interests lie, and are given every opportunity to find their particular forte. It is the schools, rather than the courts, which assign Bondservants to work in the Levels, or to act as Infernal Lemures.

Because they serve a much more limited population than do the Limbus Universities, it has been possible to establish all the training schools in one city. The educational administration also employs a one-to-one system of tutors who are available to Bondservants stationed elsewhere, and who often accompany them on their assigned rounds. The Camaysar Hades of Purgatory is located in the city of DUAT, just west of Malphas.

The Purgatory Court of Appeals convenes in the pit's administrative center, Deianira.

Information regarding this pit has been obtained from the following source:

PURGATORY GUARDIAN POST

950 Banshee Boulevard

Deianira, Pit Two

Director and Educational Advisor: Vili Alocer Sartaganas

PIT THREE:



Official Name: GEHENNA. *Area:* 92,886,743,230 cubic light-years (Rank: Three). *Administrative Center:* Sheol. *Guardian:* Moloch. *Industrial Advisor:* Gullveig. *Insignia:* On a field of fire, the sacrificial altar of the Golden Calf.

Population: The souls who inhabit GEHENNA are termed LEGBA'EEN: The Corruptors.

The Legba'een are those who pursue their goals to the detriment of their society,* and who undermine the rules of behavior which must exist for the welfare of that society, usually substituting tempting but wholly inadequate offerings in their place. These are not individuals who dedicate themselves to a task or a goal, but rather those who, carelessly or deliberately, sacrifice the lives of others to their own personal ends.

*How large a society they affect depends, of course, on how much personal influence they have. The "society" may range from the family unit to an entire nation, or an entire world. If the sacrifice be of one victim or a multitude, the judgement for the Legba'een is the same.

The goal they pursue may vary from individual to individual, but the attitude toward it—worship of the ideal for its own sake—is usually the same. Some worship wealth, or material display, and engage in ruthless pursuit of its accumulation to the detriment of those around them. Some worship power, and will use the human failings or natural needs of their fellows as a stepping-stone to achieve it, too often taking their greatest pleasure from the destruction of any who stand in their way. Some worship security over human values, resisting valid change, and resorting to dishonesty or even murder* to maintain the status quo; or, the reverse, some worship causes, and demand change without reason, and without concern for those innocents who may be harmed. The list is endless, but in effect, anyone who creates an image or ideal which demands the sacrifice of those he affects in order to pursue or maintain that ideal is a Legba'een—and that which he worships is his CY-THRAWL: Force of Evil.

Geography and Resources: Gehenna, particularly in its eastern sector, is the richest of the Pits. The land is composed of a variety of inorganic resources in almost pure form which extend through the entire depth of the pit; in some areas, veins of different ores may be intermingled, but there is little or no waste material combined with them. The terrain itself assumes fantastic and beautiful shapes, twisting upwards into sculpted cliffs that look almost hand-crafted, or forming intricate webbed patterns along canyon walls and brilliant mosaics of precious metals on the more level surfaces. Where the composition of the land is metallic rather than mineral, light directed at its surface reflects back with an almost blinding brightness.

Gehenna in the west extends beyond Purgatory, lying under the Pandorian Fires. The climate of the entire pit is called tropical, though it lacks plant cover; in this region especially, the continual evaporation of the Giall leaves the air so thickly humid that Gehenna denizens complain it is almost possible to swim in it. Mining engineers found it expedient to tunnel some leagues underground, where it was cooler, and rather than mine this region from the surface, it was used as a catch-all for what little debris was contained in the pit's ore. Western Gehenna has since become a dump area for the industrial and domestic wastes of the entire kingdom, and is now the site of a vast and productive recycling industry.

The pit's principal inland water source is LAKE MARAH, in the east. Its high metallic content, absorbed from its basin and shoreline, has made the liquid too bitter to drink; but objects dipped in the Lake are drawn out crusted with gold.

*See also: PIT SIX. Multiple violators may be transferred from one pit to another—or several others—at the discretion of the courts, as retribution for their crimes.

Economy: Pit Finances (5730): Revenue, Cr 2,960,400 billion; Expenditures, Cr 1,440,600 billion. *Leading Industries:* Chemicals, fuel refining, forging, smelting, metal fabricating and metal products, mining equipment, recycling, sewer maintenance, image reproduction.* *Chief Mining Products:* precious metals, primary mundane metals, miscellaneous minerals, solid fuels, natural glass. *Chief Agricultural Products:* None.

General Information: It was in the Third Pit that the Pathfinders learned the second reason for the existence of the Ikov; in particular, why no animate body could pass through it.

Unlike the lands in the Levels, with their willful semi-intelligence, the substances which make up the Lower Pits have no consciousness of their own. But they compensate for their otherwise inert nature by spawning independent living creatures: mindless, and sometimes curiously humanoid beings, dubbed GOLEM,† which originate by a process like spontaneous generation from the substance of the lands themselves. For the most part, this strange process of creation is merely a pit's means of "resettling" itself; most regions in Hades seem to have a penchant for changing their contours. In Gehenna, the sculptured land forms described so ecstatically by its first explorers proved quite capable of coming alive, and later observation showed that these mountainous apparitions could heave themselves out of almost any surface area and, by assuming whatever shape was convenient, wander for leagues before finally coming to rest.

Each of the pits, and the Golem native to it, has its own characteristics. The Third Pit responds to the presence or touch of alien forms in one of two ways: a larger land mass may decide to either move away and settle itself someplace else, or it may burrow under the surface; the interlacing mosaics that decorate the land would often reach up curious fingers to catch and examine anyone passing, or trail after a particularly interesting animal form. Although both the Gehenna life-forms later proved to be fairly harmless, it is no exaggeration to state that their sheer unexpectedness was thoroughly unsettling.

By a fortunate accident the harried explorers learned that the waters of the Giall could control, and sometimes permanently still, the land forms contained in any pit. The River, originating in the Levels as the Styx, is evidently affected by its passage through the Ikov Shield, and completely alters its composition once below Pit Two. Land masses along its banks are stable, and some inland areas have

*A three-dimensional process similar to photography.

†This is *not* animal life, but either metal, liquid, or mineral, depending on the composition of the Pit. The fauna native to the pits are relatively normal.

since been "frozen" by settlers to establish building sites. Completely subduing even one pit would be an impossible task; the Giall is not large enough to flood an entire pit surface, and elements from below the ground, once exposed to the air, also became animate. Nonetheless, the arrangement of these pit shields is more than sufficient to serve their purpose. With the Ikov above and the Giall perimeter, the Golem are permanently contained in the Lower Pits.*

The first permanent settlements in Gehenna were not established until some time after the close of the Independence War. As in all pits, these original colonies were built somewhere near the tunnel entrance, but apart from it. Gehenna's first city complex was SHEOL, now its administrative center, located close to the Yggdrassil Root which affords direct communication with the Infernal Capital. The pit itself is divided into some eighteen provinces, and presently has a total of about fifty subdistricts which house the differently constituted convict souls.

Eastern Gehenna is primarily metallic in composition. The richest region is the province of TANTALUS, in the northeast, with its vast lodes of precious metals; this sector includes Lake Marah within its jurisdiction. Its principal city is CHEMOSH, a mining center which also serves as the titular province capital. South and west of Tantalus, the land runs more to base metals. The cities here, particularly DACTYL and CYCLOP, are massive forges which produce both refined metals and finished metal products, although both these centers also ship primary ore to Typhaenos.

Further west, the land composition is primarily minerals and solid fuels. LARTHY-TYTIRAL, capital of YURBA PROVINCE, is the center of that region's massive fuel refining industry, whose output promises to rival Typhaenos in its production of light and power.

Gehenna's largest province is TOPHET, the westernmost sector of the pit, which lies under the Pandorian Fires. This region is the locale of what is referred to as the BEHEMOTH DUNES, the refuse piles which contain all the discards of the Empire, and which take on the aspect of an almost natural mountain range. The accidental choice of location for a dump region was perhaps not a happy one; the combination of hot climate and heavy rainfall, particularly around organic waste areas, makes for a variety of odors which is interesting but not attractive. Nonetheless, Tophet is the site of Hades' vast recycling industry, with most of the preliminary sorting work done by the Legba'een.

*Authorized nationals in the Lower Kingdom carry containers of Giall water, particularly in those pits where the Golem are actively dangerous, and the liquid is now used to treat all Pit resources before they are shipped to the Levels.

Guardianship of Souls: The variety of treatment for Legba'een differs according to what their particular vice was in Midgaard. The corrective treatment is applied in their home provinces, usually through the work they do after leaving their more productive jobs in Gehenna industries. While a consistent violator of Gehenna regulations may be assigned permanently to Tophet (most Tophet assignments are worked out in brief shifts), the majority of convict assignments are fairly standard.

An individual who valued wealth for its own sake, and kept others from achieving even a semblance of it, will be housed in PHAEA DISTRICT, southeast Gehenna. The denizen city of LEUCE is located here; a palace city as finely apportioned as anything in Jotunnheim. Most of the Phaea Legba'een work in Tantalus, treating and packing the shipments of precious metals destined for the Levels; after their work hours, they serve as caretakers or domestics in the palaces of their guardians. The Legba'een themselves go home to cheerless, ill-favored ghettos, fenced off by high walls or barbed wire. Any attempt to improve their own living quarters is punished; any possessions they manage to accumulate are destroyed. The musicals and entertainments held at Leuce are often audible in all parts of Phaea after curfew.

Those who sought power at the expense of other beings are detained at camps in PROCRUSTES. All souls here must conform to a single standard, and they are required to give absolute obedience to the regulations laid down by their guardians. Procrustes is one of several residential districts in Gehenna where no attempt has been made to still the living land. As a result, it is effectively impossible to maintain anything like order here, and the Legba'een often return from their work in nearby forge cities to find that their dwelling places have been turned upside down, or have disappeared and need to be completely rebuilt. But they are held responsible for the condition of their quarters: the dwellings must be reconstructed in such a way that they are precisely identical in all details, and the task must be carried out rapidly, for one of the regulations here is a strictly enforced early curfew.

Where possible, convict souls of opposite extremes of temperament and nature are housed together. Most cause extremists are confined in SINIS DISTRICT, midwestern Gehenna. Much of the red-tape paperwork of the Empire is done here; copying work primarily, as original thinking is not encouraged. Government installations in Gehenna are highly stratified and almost impossible to please, and the Sinis Legba'een are often pulled two ways at once. The radical elements learn that procedures do not change no matter how badly they are organized; while the arch-conservatives find that they don't stay the same long enough to determine what it is that the guardians want done.

The Legions serving under the command of Abred Moloch are called the LOR-

ELEI. Like all Pit guardians, their function is to apply continual tests which will determine the fitness of a convict soul for possible rejudgement. The Lorelei Regiment is particularly skilled in offering irresistible temptation of whichever type is most likely to appeal to the different souls under their ward. Evidence of a true lack of interest in the idols he once worshipped is usually a convict soul's first step on the road to release.

The Legba'een Review Board meets in MASTEMA, central Gehenna.

Information regarding this pit has been obtained from the following source:

GEHENNA GUARDIAN POST

700 Minotaur Avenue

Sheol, Pit Three

Labor Co-ordinator: Temeluchus Theseus Douma

PIT FOUR:



Official Name: TARTARUS. *Area:* 36,952,687,430 cubic light-years (Rank: Seven). *Administrative Center:* Sheniu. *Guardian:* Belial. *Industrial Advisor:* Tephros. *Insignia:* On a grey and clouded field, the Bell, Book, and Candle.

Population: The souls who inhabit TARTARUS are termed FEBRISEEN: Devils.

The Febriseen are those who claim supra-temporal authority or power as a means of harming others, or subjecting others to their will. These are not individuals who, being fervent believers themselves, attempt by force of argument to alter another's opinion or behavior, but rather those who deliberately torment any who fall into their power, whether for a creed or for personal gain, particularly if their victims cannot defend themselves.

These convict souls usually fall into one of three major categories. The "False Messiahs" are those who demand the right to legislate belief, and who persecute others in the name of that belief. Among their number are the Inquisitors, the Militant (religious) Crusaders and the organizers of such crusades; any who forcibly demand the submission of members of their own or other faiths by use of torture, murder, or threat of excommunication.

"False Witches" are those who use the powers given them by their understanding of human psychology to harm others. These are the Charletons—faith healers, corrupt psychologists, and the like—whose weapon is the trust of their victims. Also among their number are those self-styled witches who belong to no coven, have no belief and usually no real power themselves, but who threaten to cast injurious spells. Their counterparts are the Accusers, who pretend to be victims of such imaginary spells for their own amusement or gain. Any deliberate charleton in any field, science, or art, be it occult or mundane, whose profession of power is used to injure, is a False Witch.

Most severe is the punishment reserved for the "False Priests"; those who have been vested with true supernatural power—particularly if bequeathed by an outside agency—who misuse that power; for the true adepts, be they sorcerers or prophets, innately gifted or mortal agents of an immortal kingdom, have been directly warned.

The crimes of the souls in Tartarus may range from those who enforce religious laws to do injury, to those who break them to do injury, but in effect, anyone who uses another's faith, trust, or belief as a weapon to do him harm is a Febriseen—and the method he uses is his Cythrawl.

Geography and Resources: Cut off from the light of the Pandorian Fires by the overhanging bulk of Gehenna, but surrounded by a river which still carries a remembrance of their reflected glow, Tartarus is a place of perpetual twilight, popularly dubbed "The Land of the Shades." Most of the pit is covered with a reddish, sandy soil which sprouts occasional shrubs and a profusion of delicate, phosphorant flowers called ASPHODEL, which are popular in the Levels, and which have become a major export product as well. Beneath the surface, and beyond the range of the strange glitter of the Giall River, the composition of the land changes gradually, until, at a depth of about ten to fifteen leagues, it becomes the almost pure phosphorus for which this pit is mined.

Because the topsoil is rich in minerals, this pit was early marked for farmland, and large sectors of Tartarus have been put under the plow, to supplement the staple crops grown in the Upper Kingdom. Cultivation of level-type plants is most successful along the banks of the Giall, while dark-growing plants, like mushrooms, some herbs, and the pit's native Asphodel, grow best in inland regions. About two-fifths of this pit is devoted to the cultivation of its native plant life.

Only minor sectors of Tartarus are desert or semi-desert; generally in those regions furthest removed from the pit's three rivers. A formerly barren plain in the extreme east has since been put under cultivation, while the western desert remains primarily a mining region.

Tartarus' major inland river is the COCYTUS, a fast-flowing, turbulent waterway which runs from northeast to southwest, cutting the pit neatly in half. A more

lethargic stream is the ACHERON, which originates in the southeast and empties into the Cocytus River in central Tartarus. The Giall River enters this pit from the northeast.

Economy: Pit Finances (5730): Revenue, Cr 904,680 billion; Expenditures, Cr 871,920 billion. *Leading Industries:* Agriculture, food processing, textiles, apparel, flour milling, inks and paints, incense. *Chief Mining Product:* Phosphorus. *Chief Agricultural Products:* Asphodel, fiber plants (cotton), vegetables, grains, medicinal drug plants, spices, herbs.

General Information: The Golem of Tartarus are transparent or semi-transparent life-forms which inhabit dustclouds, plants, and sometimes the animal life of this pit. Unlike the Golem of Gehenna, they are not formed from the land, but materialize out of the air, though their ability to possess and thus transport the pit's native substances in the end serves the same purpose as do the "walking mountains" of Gehenna. Evidently, such possession is their entire function, and while these Golem cannot or will not possess anything not native to Tartarus, they will tentatively examine all alien beings, plant or animal, almost as if puzzled by their relative strangeness. The chill and often unexpected touch of these invisible beings is an experience which takes some getting used to, and inhabitants of Tartarus generally wear clothing which covers most of their bodies. The Golem are more curious* than harmful, but they are subject to unpredictable rages,* and they have been known to destroy large sectors of the pit—particularly those which contain alien substances they cannot possess—without warning or provocation. Infernal denizens use a potion called APOTROPAION, distilled from the waters of the Giall, to protect farmland and homesteads from just such accidents.

The fauna native to Tartarus consists primarily of small, furry, friendly animals of several different breeds, all of which are easily housebroken, and often tenaciously loyal to whichever individual they have chosen to attach themselves. Tartarus denizens have a monopoly on these gregarious pets, for the YAKIRI† cannot adapt to any environment other than their own.

*The tendency to attribute conscious emotion to the mindless and completely instinct-driven Golem is of course inaccurate, but nonetheless unavoidable.

†A term of endearment usually translated as "Little Darling."

Tartarus is loosely divided into three major provinces, with an average of about twenty-five subdistricts each. The boundaries between provinces are not clearly defined, and the task of accurately determining their jurisdictions is further complicated by the fact that AQUAT, the Giall River farm belt which circles the pit, is technically a separate province, but actually administered by all three of the pit's major divisions.

The eastern and central provinces are primarily given over to agriculture and related industries, although there are scattered trade cities and one or two research laboratories located in these regions. The pit's phosphorus mines may be located almost anywhere in Tartarus, but most are situated in the west.

Tartarus' largest food-processing plant is PELOPS, located in its eastern province; most of the plant's output is shipped directly to the Levels. Textile plants are generally built along the northeastern arm of the Cocytus, using its water power as the main source of energy for their mills. One of the earliest such mill cities was CERDO, on the Aquat border. This city now produces finished garments along with its various materials and threads. The Acheron, a more sluggish stream, cannot be used as a source of water power, but it has proven to be an excellent source of irrigation for cultivating medicinal plants. ASHIPU, a combination research center and factory city, processes most of the curative drugs which are grown in its vicinity. The Acheron also serves as a transport waterway into the pit; SHENIU, the pit's administrative center, is located on its banks, and souls-convict are sent from here to their various detention camps.

Asphodel flowers are cultivated in the pit's inland regions, primarily around the city of PLUTONDIS (see below).

Guardianship of Souls: Like the province divisions, the choice of location for detention camps is not always static, and an individual Febriseen may be dispatched to any locale in the pit at the whim of his guardians. As a rule, however, correction camps dealing with each particular group of such souls will be clustered together, primarily for convenience in administering retribution.

The False Messiahs are generally housed in camps located in SALMONEUS PROVINCE, eastern Tartarus. The convict camps here are bleak and forbidding fortresses whose interiors resemble the medieval dungeons found in certain parts of Terrestria. Sleeping quarters are constructed on the order of windowless cells, and the nights, particularly for Inquisitors, are not pleasant, for their dreams echo

with the cries of those they have tortured, and, in imagination at least, the physical pain they have ordered, permitted, or personally inflicted is remembered in their own bodies.*

The location of the city of HAMAN, titular capital of Salmoneus, is generally considered to mark the border of this province.

Correction centers for False Witches are centered in DAMOCLES PROVINCE, central Tartarus. The camps here are usually open-air settlements, built in a circular arrangement around the central "altar" which marks the camp guardian post. The air in Tartarus is chilly and sometimes damp, so that this outdoor living is not an overly pleasant type of accommodation. In addition, some of these convict souls, the self-styled witches in particular, often go sky-clad, which gives them the Tartarus Golem for almost constant companions. Because their weapons were psychological, punishment is accordingly psychological. Damocles Febrisen live in constant terror of reprisal for their fakery, for they know that the occult powers of their guardians are true, and that they may be exercised at whim.

Damocles' titular capital is OBEAH, located on its western border. The province's jurisdiction excludes the fifteen-league perimeter around the city of Plutondis.

SACHIEL-MELEK, ward of the False Priests, is part of Tartarus jurisdiction only by force of geography. This province has its own administrative center, located at RAMIEL, and its guardian, MALIK, is not only independent of the Tartarus guardian and legion commander, but, in some areas of jurisdiction, his superior in rank. An individual who has been gifted with supernatural power in mortal life has been given a responsibility and a trust; if he accepts the gift, and then perverts it, he can expect remorseless retribution to be the result. In the same respect, a native adept—one of those few mortals who by some quirk of nature are born with or develop psychic power—who uses his superior ability to harm the defenseless cohabiters of his world is also subjected to severe punishment, particularly if his talent was spotted by Stellar Archons, and he was accordingly forewarned.

Most information on Sachiel-Melek Province is classified, and other than the note that those individuals who come under its jurisdiction may on occasion be temporarily remanded to Salmoneus or Damocles, no information is available on correctional treatment of these convict souls.

The Legions serving under the command of Abred Belial are called the SEDIM. While all Immortals possess psychokinetic abilities to varying degrees, the Tartarus guardians are also trained in the application techniques of the occult sciences:

*Pit guardians do not apply physical torture to any souls in their care. The process here is simply one of establishing a mind-link with the memories of victims of crusades or inquisitions: the memories are absorbed by the Febrisen, and exactly as much torment as was inflicted is revisited on those who were responsible for it. The process is sometimes referred to as MBWIRI.

all Sedim have taken instruction at the Temple of the Nine Worlds, and can qualify as instructors of the First Ring.* Release from Tartarus is not based entirely on the individual's personal reform. Only when all things which a Febriseen has done have been experienced by the convict himself can he even be considered for possible rejudgement.

The Legions serving under Abred Malik are a special unit of nineteen adepts called the ZABANIYA, all of whom have attained a minimum qualification of Master of Five Rings, and most of whom have attained Seven. Terms of release for False Priests are not specified, and except for those mortal adepts who were not forewarned, these souls generally have little expectation of clemency.

The Febriseen Review Board meets in Plutondis, Agelastus Fields Subdistrict, central Tartarus.

Information regarding this pit has been obtained from the following source:

TARTARUS GUARDIAN POST

937 Cheu Kyong Circle
Sheniu, Pit Four

Labor Co-ordinator: Cernunnos Mormo Kasdeya

*The highest rank is Master of Nine Rings. Because of physical limitations on mortal bodies, even a First Ring Temple Master has all the arcane knowledge he needs to surpass the most carefully trained mortal adept.

PIT FIVE:



Official Name: SIEKING T'AI. *Area:* 65,998,110,340 cubic light-years (Rank: Five). *Administrative Center:* Irkalla. *Guardian:* Yenlowang. *Industrial Advisor:* Erlkönig. *Insignia:* On a dark green field, the House Divided.

Population: The souls who inhabit SIEKING T'AI are called BIZTHA'EEN: Destroyers of the House.

The Biztha'een are those who misuse their family ties or positions to the disadvantage or permanent warping of those for whom they are responsible. The judgement Biztha'een refers only to the basic family unit*—parents against children, children against parents, or siblings against each other, for as a rule, an individual's behavior within the larger society, beginning with less immediate family and spreading outwards to include all personal contacts, will be affected by his reaction to or treatment in these important first relationships.

*See also: PIT SEVEN, "Thieves"; PIT EIGHT, "Oath-breakers."

Those confined in this pit include overneglectful parents who either evade their responsibilities completely or who substitute material gifts for necessary attention; and their opposites, the overprotective parents, who make too many "sacrifices" or too many demands as a means of keeping a child dependent. Here also are those who set their children against each other by choosing favorites or setting standards which ignore individual differences among their offspring.* Their companions in Sieking T'ai include uncaring or selfish children, such as those who put aging parents in institutions because they cannot be bothered with their needs, or who, greedy beyond cause, expect their parents to act as their servants throughout life, or who may refuse the right of remarriage or other pleasures to their parents either to commandeer their attention or to preserve a will intact. As above, they also include those possessive or domineering offspring who try to set one parent against another or either parent against siblings to strengthen their own positions or simply to hurt their brothers or sisters. These crimes can be labeled neglect, lack of consideration, jealousy, possessiveness, or given any number of names, but all make the doer unfit for general society, and any who evade or pervert their human obligations as members of a family are judged Biztha'een: and their reason for their actions is their Cythrawl.

Geography and Resources: The upper air of this pit is brightly lit by the phosphorant glow of Tartarus, but except in those few regions where the land is barren, its surface is shadowed and dark. Almost all of Sieking T'ai is covered by forests, with some coniferous trees, but predominantly the broadleaf varieties. The trees here grow almost as fast as they are cut down, which makes them a dependable source of revenue for the pit, but which also means that few permanent ground-based settlements are possible. Most inhabitants of Sieking T'ai live in compact bungalows which roost in the lower branches of sturdy broadleaf trees, or make their homes in the hollow trunks of gigantic forest patriarchs. Despite the fact that this pit supplies lumber to almost all parts of Hades, construction materials for its own buildings must be imported; any native wood used in the pit itself takes root and grows. The most durable homes must be made of some material other than lumber, since even imported wood will eventually be affected by the pit's unusual atmosphere.

Beneath the surface, the intertwining maze of roots makes the land appear to be almost solid wood. For various reasons, tree roots cut or pulled up will grow back either at less than normal rates, or not at all, and cutting harms the trees themselves. Once this fact was discovered, all mining for wood was permanently halted. Except for the Sieking T'ai Tunnel, and those few places where such mining was first attempted, there are no subsurface lumbering sites in this pit.

*Child-beating and other acts of evident insanity require a different form of treatment: the mentally deficient or the insane are not confined in the Pits.

The soil here, even in treeless areas, is not good for farming, and except for a few varieties of nearly tasteless, but nourishing, fruit, all food supplies for this pit must also be imported.

The greater part of the forest land in the pit consists of a variety of broadleaf tree called CANGUE,* so named because of its disturbing tendency to reach out and catch hold of any moving form which passes by it (see below). Once cut down, the trees lose this characteristic permanently, and their internal luster and hardness make them an excellent building material. Cangue wood is beautifully grained, and this product of Sieking T'ai is highly prized not only for furniture-making and interior wall paneling, but also for wood sculpture and carved jewelry.

The principal river of Sieking T'ai is the ERESHKIGAL, an evil-tasting but fast-flowing waterway which originates in the southwestern sector of the pit and winds its way eastwards, emptying finally into the Giall. The Ereshkigal is used to transport lumber from most parts of the pit to the Tunnel Entrance, the transfer point to the Upper Kingdom. With the Giall, which in this pit enters from the south-east, the Ereshkigal is Sieking T'ai's major highway.

Economy: Pit Finances (5730): Revenue, Cr 781,920 billion, Expenditures, Cr 698,940 billion. *Leading Industries:* Lumber and wood products, pulp and paper, construction prefabrication for housing and transportation, fertilizer. *Chief Mining Product:* Chemicals. *Chief Agricultural Products:* Forest Products.

General Information: The Golem of Sieking T'ai are not earth movers but fertilizing agents. They arise in the ARALLU, the Barren Lands, and drift through the forest regions, carrying with them the vivifying chemicals responsible for the rapid growth of the pit's trees. There can be no doubt that this accounts for the behavior of the Cangue Trees, since the more capable a plant is of attracting these life forms, the more likely it is to grow. If left to their own devices, the Golem will simply drift through leagues of forest land, slowly disintegrating as they leave wisps of matter on whatever they brush against in passing; if caught by a tree and held, they melt completely into its trunk, thus feeding a concentrated dose of growth chemicals into its cambium cells.

*"Wooden Collar."

Before the arrival of the first explorers and settlers, there was no animal life in Sieking T'ai. Body structures other than wood can also absorb these chemicals, but they are extremely unhealthful, and without the defensive antidote provided by the waters of the Giall, it is unlikely that this pit, despite its value as a source of lumber, would have been settled at all. Within less than half a century of occupancy, however, the Sieking T'ai Golem formed their own aversion to alien bodies, and since that time, pit inhabitants and their pets very rarely suffer contact with these noxious but vital beings.

There are three major Arallu Regions, in the southeast, central, and northwest sectors of Sieking T'ai, and smaller chemical deposits are scattered throughout the pit. The larger deposits contain murky pools whose water the Golem mix with the chemical content of their bodies, and which appears to act as an adhesive agent. Where the chemical deposits have no such pools, the Golem pick up their water content from the Ereshkigal River.

Small settlements have been built on the edge of the chemical basins, and their content is mined, on a strictly limited scale, for use as fertilizer in the Levels. Some of the pit's mills and factories are also located here, but most such structures generally straddle the Ereshkigal. The Barren Lands and the river bridges represent the majority of those rare sites in this pit where it is possible to build permanent ground-based settlements.

Sieking T'ai is divided into nine provinces plus the separate administrative district which is under the jurisdiction of the pit's court of review. Each province is further divided into clearly defined subdistricts dotted with treetop watchtowers, each one visible to neighboring towers, which enable guardians to oversee the activities of souls confined here, and also to act as forest guides for nationals who work in this pit. All watchtowers are equipped with communications systems, forestry equipment, and emergency medical supplies.

IRKALLA, the pit's administrative center, is located in the southern sector of the SPLENDITENES FOREST REGION, whose towering pines are probably the oldest and certainly the tallest trees in Sieking T'ai. The Splenditenes Pines border the root of Yggdrassil, their lower branches forming a shaded tunnel along its length, and their upper branches affording a commanding view of almost the entire pit. At their base, the ground is clear for about a quarter of a league on either side of the Yggdrassil Root, and most of the administrative offices in the city are located on the ground in this region. Living quarters for Irkalla denizens have been built in the trees themselves, some of them roosting on the brightly-lit topmost branches, so that the pines have been transformed into living apartment buildings.

The pit's non-Cangue trees grow best near the Arallu Basins, usually forming a narrow border around these sites; some are scattered singly throughout parts of the Cangue Forests. Other than Splenditenes, the single largest concentration of quiescent trees in the pit is the LESHY FOREST, located between the Giall River and Arallu Northwest.

The largest logging camp is at ACRISIUS, an elongated river city which spans the Ereshkigal. Located in the center of the HYDRA FOREST, a vast region con-

sisting entirely of Cangue Trees, Acrisius serves most of the western sector of the pit. The logs unloaded here are guided downriver to the pickup point at DICTYS, a combination sawmill and transfer point for Sieking T'ai lumber.

Acrisius is also the drop point for chemicals which are mined and processed at RAM-KHVAstra, Arallu Northwest, and ferried from here to the Sieking T'ai Tunnel.

The majority of the pit's paper mills are located in the east. Also supplied by way of the Ereshkigal, these factories are usually built on clear ground in the Splenditenes Forest. The paper made from Cangue wood pulp is the highest quality manufactured anywhere in Hades; a rich cream vellum which is used only for those illuminated manuscripts which are hand-crafted by the Kingdom's most able scribes.

Guardianship of Souls: The province divisions and subdistricts in Sieking T'ai have been established primarily because the dense forests which cover this pit demand a finely co-ordinated guardian system. Beyond that, they have little to do with the pit administration of convict reeducation. The settlement camps for Biztha'een are given a general name which indicates the nature of the souls confined there, and a locator code number which describes the area of the pit in which they are situated. A camp code-named URANUS, for example, would house those parents who tormented their own children, while TALMAI is the designation for convict offspring whose crimes may have been against either parents or brothers and sisters. Additional names indicate the precise nature of an offense. The inmates of a camp named URANUS-BES would be those overdemanding parents whose acts resulted in the permanent dependence or immaturity of their children; offspring confined in a TALMAI-NAAMAH camp are those who demanded more than their parents were required or able to give, particularly if other children in the family were hurt or ignored in the process.

There are a variety of treatments accorded to Biztha'een, but generally, the retribution for unsocial behavior is lack of society; convicts are kept isolated from each other, and they see pit guardians only at irregular intervals. Their conversation is ignored, and disruptive attempts to get attention are punished. In most cases, the intense loneliness of this forest isolation is a sufficient reminder that close personal relationships must be respected. But Sieking T'ai is also the Pit of the Mirrors, where the guilty are made to watch those continuing misfortunes of their families of which they were the cause, and these relentless visions of past and present unhappiness supply almost the only companionship these convict souls have. The crimes of those they have corrupted are rested on their own heads, and a Biztha'een will remain in Sieking T'ai until the situation he has caused has been effectively remedied.

Because of this last injunction, it is from this pit that the greatest number of souls are permitted to return to their home worlds, and attempt to undo their wrongs. Most Baloma (See Pit One) are Biztha'een who are either attempting to provide guidance for children they have wronged, or reparation to parents still living or brothers and sisters they have harmed. Failure in a sincere effort is of course not punishable, but deliberate vengeance by a Baloma against those he was assigned to protect is. Camps code-named KUPLENG, all located in Arallu Basins, house the Biztha'een who used their permission to return as a means of further harming their original victims. As with the False Priests of Tartarus, the judgements against these souls are the harshest, and the probability of rejudgement and eventual release for such individuals is not great.

The Legions under the command of Abred Yenlowang are called the SHEDU. Except in the case of Kupleng Camp inmates, their function is not so much to punish as to guide. Because the choice of family is never up to the individual, and because cause and effect are usually intermingled with great complexity in these cases, judgement in this pit is much more lenient. Many other factors are taken into consideration, and continuing attempts are made to correct the attitudes of the Biztha'een to the point where they may be released at least to Purgatory, if not to the Upper Kingdom. The methods of the Shedu are generally effective, and as a result, the turnover of souls confined here is rapid. The majority of long-term inhabitants of this pit are not Biztha'een, but Infernal nationals who have volunteered to live and work in Sieking T'ai.

The Biztha'een Review Board meets in ZONOEI, Arallu Central.

Information regarding this pit has been obtained from the following source:

SIEKING T'AI GUARDIAN POST

12 Cacodaemon Lane

Irkalla, Pit Five

Labor Co-ordinator: Munin Tsu-Penates Khem

PIT SIX:



Official Name: NASTROND. *Area:* 11,730,857,640 cubic light-years (Rank: Nine). *Administrative Center:* Hrim-Grimnir. *Guardian:* Dahak. *Industrial Advisor:* Pursaen. *Insignia:* The Cloud of Death, in black, rising out of reaching flames.

Population: The souls who inhabit NASTROND are termed AFHEMA'EEN: The Destroyers.

The Afhema'een are those who conspire against the lives of other living beings, who wantonly destroy or who permit destruction, on either an individual or an organized basis. This ruling does not include any who kill for need* or in self-defense, but is specifically directed against those who murder in cold blood, for pleasure or for personal gain.

A variety of offenses are included in this judgement, but there are two major divisions recognized among these convict souls; those whose actions are directed against their own species (AF), and those whose actions are directed against their world (HEMAH). Afeen are the Murderers; makers of riot or war, bringers of death, famine, and plague, hired killers and those who hire them. Included also

*As, for example, an individual who must hunt for food.

among their number are those whose crime is perhaps best described as Lack of Charity: any individuals who deliberately refuse to offer aid they are capable of giving, where such aid would have alleviated pain or thwarted death. The Hema'een are the Wasters, who despoil their land and willfully exterminate the creatures who live on it, who abuse the power given to them as caretakers of their world.

This judgement includes all from those who plan, to those who act; from those who do not prevent, to those who drive others to acts of despair. But in effect, anyone who causes or encourages or permits the destruction of life in any form, deliberately and without need, is an Afhema'een—and that which drives him is his Cythrawl.

Geography and Resources: The smallest of the pits of Hades, Nastrond also has the most varied topography. Towering, arid mountains look down on steaming marshlands, and across them to smoking volcanoes surrounded by acres of fertile farmland. Parts of the pit are desert valleys, while other regions are deluged by almost constant rainfall; the climate, too, varies, from tropical to freezing, and including most variations in between.

Southwestern Nastrond is a volcanic region which, in spite of the constant danger of eruptions, has a deep, rich soil, continually refertilized by the soluble minerals contained in the volcanic ash. This tiny area contains some of the richest farmland in Hades, and, with the staple foodstuffs which are grown here, its farms also produce many of the specialized hybrid plants which, processed in Dyonesia, become several varieties of ambrosia and nectar.

Towards the north, the farmland descends to tundra; the land is covered by a boggy vegetation of mosses, lichens, and stunted flowering plants and trees. Herd animals graze on the tundra, pestered by millions of mosquito-like insects. Ice-free land, confined to narrow coastal strips in the north and west of this region, afford grazing for domesticated meat animals, and some limited vegetable gardening.

Further east, where the climate gradually becomes warmer, the land turns into a sweltering marsh. Some sectors in this region have been planted to grains, like rice, which grow well in watery soil; other sectors, with their intense heat and quicksand traps, are left to native marsh plants and animals.

Central Nastrond is distinguished for its mountains and cliffs—and sudden landslides. Parts of this region are quarried for gravel; more important, the central peaks contain the brilliant, flawless marble prized by architects and sculptors. Settlements built here cling precariously to the hillsides, and an afternoon walk is a hazardous venture, not to be taken lightly.

The snowless, rocky peaks form a U-shaped barrier, open towards the east, which cuts off the waters of the Giall and the rains of western Nastrond, creating a vast desert in their center. Eastern Nastrond rises from the shale flats which border the desert on its open side to the mountains and valleys of CHIMAERA PROVINCE, site of the pit's mines, and their rich lode of precious stones.

The Giall River enters this pit from the northeast.

Economy: Pit Finances (5730): Revenue, Cr 6,216,700 billion; Expenditures, Cr 5,123,400 billion. *Leading Industries:* Agriculture and food processing, textiles, leather goods, ginning, milling, military installations. *Chief Mining Products:* Marble, gravel, precious stones, natural glass. *Chief Agricultural Products:* Beef cattle, dairy products, hides, honey, wool, cotton, grains, fruits and nuts, winter vegetables, hybrid plants, herbs and spices.

General Information: As diverse as is the topography of Nastrond, equally diverse are its native life-forms.

The land here is more similar to the Levels than that in any other pit, and, in addition, it teems with thousands of native animal species. Possibly because the pit is capable of doing its own shifting and changing, its land-based life forms are less vital to its master plan, and thus have more time to be playful.

The Nastrond Golem are wraith-like beings, highly imitative of form. Before the arrival of the pit's first settlers, they took the shape of trees, rocks, and native animals; now they pattern themselves almost exclusively on humanoid forms, wherever such models are available. Seemingly fascinated by the diverse activities of intelligent beings, they stalk Nastrond inhabitants, copying actions, facial expressions, and even individual mannerisms. Their duplication is so exact that, without some form of detector, it is nearly impossible to tell the imitation from the original, and it is no uncommon experience to have a monosyllabic companion who was taken on face value for a friend or acquaintance suddenly tire of the charade and reveal itself as a Golem. Because of this, all inhabitants of Nastrond wear radioactive badges, called KAMEA, whose signals can be identified by Pit guardians; the Golem can mimic passwords, but they can only mirror the badge, not duplicate its working mechanisms.

While they are unnerving, Nastrond Golem are not usually dangerous, although those which choose to imitate native animals can give an appearance of awesome viciousness. For the most part, however, their principal disruptive delight is noise, and these sometime poltergeists have caused considerable damage in and around pit camps in its pursuit. Not a few of the landslides which are an uncomfortable feature of the central mountains are the work of Golem, but whether they are helping the land resettle itself or just continuing their house-wrecking activities on a larger scale has not been determined.

The largest of the animals native to this pit is a ferocious-looking but mild-tempered breed of gigantic flying reptiles appropriately dubbed Dragons.* Easily tamed, the beasts are often used for transport in this pit; a few have been successfully bred outside of Nastrond, although while they can live beyond the Ikov, there has been little success in the attempt to raise them in the Upper Kingdom. There

*ASHMOUG.

is no recorded instance of one of these vegetarian serpents attacking any other life-form: semi-intelligent, and evidently aware that they are invulnerable, even a brood female will simply shelter her young, rather than attack those incautious travelers who venture too close to her nest.

Golem masquerading as dragons are quite another matter, however. Given the right conditions, they will attack anything that moves, and while they generally confine themselves to imitating humanoid forms in settled areas, they make travel in the more remote regions of Nastrond extremely dangerous. It is these mimic dragons which bring so many Infernal denizens to Nastrond to hunt. If a Golem is "killed" it simply dissolves into dust, and can easily reform itself into any shape it pleases. The sham monsters put up a vicious fight, so that more intrepid sportsmen can face a challenging opponent but, in the end, cause no harm to a living creature. Nor is there any difficulty in distinguishing the real animal from its imitator: if the dragon attacks, it is invariably a Golem.

The plant life native to Nastrond poses its own difficulty; few varieties can be eaten without ill effects. Some of the plants are only mildly toxic, causing nausea and vertigo; most contain a drug variously called LYCAON or AGAVE, depending on the reaction it causes in its victim. Most common is the Lycaon Effect, in which the individual is literally metamorphasized into a grotesque monster: in the Agave Syndrome, he suffers under the illusion that all beings around him have become dangerous wild beasts. In both cases, the general effect is a murderous rage, and all that can be done for the victim is to put him under forcible restraint until the drug wears off. The major worry in the first years of settlement was that there might be something in either the soil or the atmosphere which produced this drug in plants, making it impossible to farm any part of Nastrond. Careful experiments showed that the dangerous drugs were peculiar to the plants, not the pit: imported plant life retains its own nature, and Nastrond plants produce the drug wherever they are grown.*

Nastrond province divisions are regulated by topography, and have little to do with the actual administration of the pit. The southwestern farm region is called HABORYM. This entire sector has been completely settled, and but for the Golem, which are unavoidable, and those dragons who agree to act as transport, there are no native life-forms, plant or animal, extant here.

GERYON PROVINCE, the tundra region in northwest Nastrond, provides a contrast. Except for the small numbers of cattle raised in the coastal regions, most of the animals here are native to the pit. Parts of Geryon are marked off as game preserves, though only golem-animals may be hunted; most of the province is given over to herding, and as a result, the settlements here are few and far between.

Nastrond's marshland is ECHIDNA, where most settlements are confined to the narrow border regions, and also where most native plants grow wild. Beyond the U-shaped BARBONA MOUNTAIN RANGE is the arid wasteland known as the

*Since most native plants are first "tested" by seeing which ones the native animals eat, the effects of these drugs came as a complete surprise. Nastrond animals are evidently immune to the plants—in fact, they thrive on them—and only alien life-forms are invariably affected by the drugs.

GREAT LILITH DESERT. Except for a few scattered outposts centered around artificial oases, there are no settlements here, and the region is used primarily for maneuvers and experiments in survival training.

In terms of mineral resources, Nastrond's richest region is Chimaera Province, in the east. Most of the valuable gemstones of Hades are taken out of the mines of Chimaera. The country here is wild and beautiful. The majority of the province's inhabitants are the Nastrond Dragons, for this is their breeding-ground; probably because these animals predominate, Chimaera is also the "breeding-ground" of their Golem imitations. This region is one of the few places in Nastrond where the massive flying reptiles cannot be asked for assistance, and travel here is usually ground-based. RAKSHAS, the oldest of the pit's mines, has become a central terminal for the BELLONA TRANSPORTWAY (not shown), an erratic but efficient carrier network which serves even the most remote settlements in this province.

Guardianship of Souls: The administrative divisions in this pit are termed "spheres of influence"; each has its own convict camp, built on the order of a security military garrison, at its center. There are thousands of these mock city-states scattered throughout Nastrond. The Afhema'een are assigned to specific camps according to the nature of their crime, but the camps themselves may be located in almost any province. The oldest camps are generally the largest; the variety of ingenious methods of murder which have since become manifest made it necessary to limit later camps to somewhat smaller regions. One of the largest city-states is CHALCHIUATL, which commands the entire southeastern sector of the Great Lilith Desert. The souls confined here are the Architects; those who created senseless wars for others to fight, but did not fight themselves. Chalchiuatl inmates are primarily responsible for maintaining water supply lines to the scattered Lilith Outposts, and are often dispatched, weaponless and alone, to repair the frequent breaks in pipelines caused by the corrosive desert sands.

CINVATO PARATU, which houses those souls whose lack of charity caused death, and RABINU, for individual murderers, are both located in the landslide-ridden Barbona Mountains. These two camps are the quarries which cut most of the pit's fine marble.

The first Waster's camp was established at LUBARA, in the Echidna Marsh. Few of the Lubara Afhema'een can travel any distance from the camp; the outpost is surrounded on three sides by quicksand traps. Most of the inmates' time is spent in the often frustrating attempt to turn the swamp into productive farmland.

Within the camps, the Afhema'een live in run-down, mildewed barracks, and are subject to strict military discipline: all camps are maintained at operation-ready status. This pit copies the training-camps which supply foot soldiers to the Empire, but souls confined here come under slightly different regulations; there has yet to be a case of an Afhema'een who has been promoted out of basic training during the length of his stay in Nastrond.

No convict soul ventures outside a camp deadline unless he has to. In the more heavily settled regions, he runs the risk of being captured by border guards of an enemy garrison; the penalties for trespass can be uncomfortable. In more remote districts, food supplies outside the security perimeter are non-existent, and a solitary, unarmed traveler faces the additional risk of a confrontation with the pit's mimic monsters. Death—or, more accurately, its nearly indistinguishable facsimile—is possible here in a variety of forms, none of them pleasant: for the majority of convicts, only one exposure to the Second Death* is necessary to prevent further breaches of discipline.

Conditions inside the perimeter are not greatly superior. During the workday, a camp inmate is surrounded by BAKRU: wraiths created by pit guardians to haunt convict souls. The Bakru are the “ghosts” of their victims; mournful and often gory corpses which, looking as they did when they died, accompany the Afhema'een wherever he goes. The images are given the personality of the victim from a mind-link established at the moment of death, thus creating a separate entity with its own consciousness which, though actually unreal, believes it is the soul of the former mortal it resembles. The Bakru does not know that there is any other kind of afterlife; all it “knows” is that it has been robbed of the one life it thought it had, and is now forced to wander, ghostlike, for eternity. The haunting spirit cannot be “exorcised” by the Afhema'een until it has forgiven its murderer.

At night the ghosts are replaced by TAUVA'U, the Phantom Watchmen, who stalk through the camps at regular intervals, calling the hours. Pit guardians have found it necessary to create only a handful of these beings, because the noise they make attracts swarms of Golem, who are more than happy to cooperate in adding to the battle-din. The Tauva'u, and with them, the imitative Golem, are conditioned to attack any convict who breaks curfew.

The Legions under the command of Abred Dahak are called the MASKIM. They alone have access to the specialized detectors which distinguish between true life forms and Golem. In addition, the Maskim control the garrison apparitions, keeping a particular watch on the Bakru, and assign duties to camp inmates. Not until a Nastrond convict has successfully exorcised his “ghosts of guilt” can he even be considered for rejudgement.

The Afhema'een Review Board meets at BALOR GARRISON, whose perimeter marks the boundary between the eastern shale flats and the Great Lilith Desert.

Information regarding this pit has been obtained from the following source:

NASTROND GUARDIAN POST

115 Thanatos Boulevard

Hrim-Grimnir, Pit Six

Labor Co-ordinator: Fenrir Meririm Raum

*Punarmrtyu.

PIT SEVEN:



Official Name: NARAKA. *Area:* 58,891,657,990 cubic light-years (Rank: Six). *Administrative Center:* Avici. *Guardian:* Varsavarti. *Industrial Advisor:* Tiamat. *Insignia:* On a deep blue field, Blind Justice in gold.

Population: The souls who inhabit NARAKA are termed EKIMMU'EEN: Vampires.

The Ekimmu'een are those who drain the will or the resources of others as a means of stealing their birthright. This judgement is probably the most inclusive in the Pits, and certainly the most complex. There are two general Accusations under this ruling, which include between them some twenty-eight major Specifications, under any one of which a soul may be judged Ekimmu'een.

Under the First Accusation—Misuse of Power Assigned in Trust—we list those four Specifications which are most common among Naraka convicts.

For Crimes Against the Spirit of Man. These are the taskmasters, the dealers in human flesh. Among their rank are those who were owners of slaves, or who sold their brethren into bondage.* They also include the Dictators, be it political, in business,† or in any one of a number of areas: those who take undue advantage of command positions or exercise undue control of individuals subordinate to them in rank or power. The specification Tyrant refers to any individual who has fostered his own superiority by the simple expedient of placing others in a position of inferiority.

For Crimes Against the Mind of Man. These are individuals who sought to curb the intellect of their fellows, often by eliminating or stifling the brilliant minds among them. They include the Censors, whose main business it is to prevent those in their jurisdiction from exploring new avenues of thought. Due to the activities of such as these Terrestria in particular lost the services of at least one known Homo Superior†† and uncounted men and women of genius, during the period known as their Dark Ages. They further include those who used the authority of a society or organization designed to guide as a means of dictating what their members should think and believe, along with those False Teachers who deliberately pervert or conceal an evident truth to substitute their own fabrications. The specification Agent of Darkness includes all individuals who prevent others from exploiting their own talents and abilities, by withholding opportunity or by teaching that original thought is a criminal act.

For Crimes Against the Nature of Man. These are individuals who attempt to control the natural drives of others, without regard for the original purpose of those drives, or for the effect of their perversion on people or events. They include all categories from the Moralists who teach that natural impulses are criminal and must be regulated or suppressed, to the Seducers, of any sex, who use the bodies of their partners as objects to satisfy their own desires. The specification Distorter covers any individual who attempts to dictate natural needs and impulses to serve his own ends.

The Fourth Specification includes those individuals known simply as Common Thieves. They may include any from those who take advantage of the skills, and innocence or lack of power, of others, such as unscrupulous agents or patent thieves, to those less ingenious but nonetheless condemned souls who misappropriate funds assigned in trust for purposes such as graft or bribery. The specification Thief refers primarily to those who steal because they covet, not because they need.

The Second Accusation—Misuse of Power Achieved by Birth—covers all categories from Race Supremists to Tyrant Kings, and often those included in this category first serve time in Nastrond charged with murder.

*The term "slavery" covers a wide variety of malpractices, but in general, a slaveholder may be defined as any individual who places another individual in a position of subservience from which he cannot escape.

†See: Company Store Practice: Appendix B/ THE STELLAR NAMES.

††See: Appendix B/ THE STELLAR NAMES, for definition.

Each of the twenty-eight Specifications may be divided into fifteen or more sub-categories of criminal acts, but in general, any individual who forbids to or steals from others what is rightfully theirs is an Ekimmu'een—and the end he hopes to achieve is his Cythrawl.

Geography and Resources: Naraka is a waterworld, whose oceans cover eighty-nine percent of its surface area and, in most regions, extend the entire depth of the pit. At pit center, there is an oddly textured undersea island known as the BENDIS, or Moon-Rock, a magnetic core which apparently acts as a center of gravity for Naraka's oceans. The only surface land areas are a handful of serpentine mountain ridges and some scattered floating islands; even the Yggdrassil Root floats on water for its entire surface length in this pit.

With the exception of the Giall River, distinguished from the rest of the pit by both its composition and its currents, and the streams and eddies which circle Naraka's mountain islands, most of the water here has an abnormally high surface tension, particularly on the underside of the pit. It is possible, if tiring, to walk across the oceans' springy surface in many regions, and Naraka inhabitants have even found it necessary to use sonic drilling equipment to penetrate parts of the pit's tough "skin." The majority of settlements here are riverboat cities, anchored in place by cables strung between the pit's stationary islands; most travel in the pit is along these makeshift "highways."

Surface land areas here are barren, and agriculture is limited to subsea farming, or cultivation of the oceans' algae or plankton deposits. The principal occupation here is fishing, though several varieties of the larger sea animals, in particular those with semi-mammilian characteristics, have been successfully domesticated, and provide meat and dairy products. Ironically, all drinking water for this pit must be imported; foul-tasting and salty, the oceans here are called DIPSAS, since those who do drink from them suffer from intolerable thirst.

Naraka's second-largest industry also depends on import. Not surprisingly, many of the pit's inhabitants are employed in shipbuilding, using wood brought down from Sieking T'ai.

Economy: Pit Finances (5730): Revenue, Cr 611,500 billion; Expenditures, Cr 515,400 billion. *Leading Industries:* Fishing, herding, meat and dairy products, subsea farming, shipbuilding, canning and preserving, salt. *Chief Mining Products:* None. *Chief Agricultural Products:* Seafood.

General Information: The Golem of Naraka are similar in composition to waterspouts; gigantic liquid tornados which stalk from one side of the pit to another, causing massive tidal waves when they finally break at the end of their journey. It was first believed that these apparitions were natural phenomena, but later evidence showed that they do possess the primitive consciousness characteristic of Golem. The Naraka waterspouts usually follow a prescribed route, and the intervals between their appearances are fairly regular, for they act, as do the Sieking T'ai Golem, as fertilizing agents for the pit's plant life. They are capable of changing their course, and often do so, to avoid settlements and to detour around anything which is not water. All Naraka animals migrate to breeding grounds; evidently such migration is also necessary to the pit's plant life, and the Naraka Golem carry mature plants across the pit, enabling them to seed the oceans along their route.

Naraka is divided into twenty-eight provinces. The province divisions are primarily a matter of administrative convenience, since nearly all regions in the pit are similar in composition and resources. The largest surface settlement here is AVICI, the pit's administrative center, which is primarily a seaborne ship city, but which also includes that portion of the pit's largest island which houses the Naraka Tunnel. The city limits of most of the pit's other surface settlements are also somewhat hypothetical, since any one of the houseboats can be detached from the main body of ships and moved elsewhere.

By far the largest colony in Naraka is the denizen settlement of PATALA, a magnificent subaqueous city located on the Bendis Core. The titular administrative center for all settlements on the Bendis, Patala is one of the few sites in the Hadial Pits which has been named for a city in Edom. The first undersea settlement was not Patala, however, but CLYMENE, which sits almost directly beneath the city of Avici. Clymene is now the center of the largest and most productive subsea farm district in Naraka.

The pit's two major shipyards are at SKIDBLADNIR and CARMILHAN, both located on the mountain island known as the NEREUS STRIP, the largest surface land body in Naraka. Roughly half the output of both these plants is used in Naraka itself.

Northwest Naraka is the grazing-ground of the KALLOFALLING, the pit's largest sea mammals. These mammoth creatures are Naraka's "cattle," and provide most of the meat foods for the inhabitants of this pit. The Kallofalling are the only animals in Naraka which are known to use the Giall River as their migration route to breeding grounds. The Naraka Giall enters the pit in the southeast; the Kallofalling ride the eastern flow of its northern arm on their outward journey, returning by way of its southern arm to their grazing grounds.

Guardianship of Souls: As in Gehenna, the province divisions here correspond with pit administration, and convicts remanded to Naraka are placed in settlement camps according to the nature of their crimes.

The Tyrant's province is RODHA, northeastern Naraka, which is, like most regions in the pit, a farm district. Its major correction center is at DANAIDES, a land-based settlement which has given its name to the pit's second-largest island. Inmates here spend their off-work hours at purposeless hard labor; one of the most common tasks is the attempt to bail out the Central Sea (between Nereus and Danaides) with a mollusk shell. No Rodha Ekimmu'een may be considered for rejudgment until he has served out a length of time equivalent to the cumulative life span of all those he has enslaved.

Correction centers for the Agents of Darkness are centered in RURAVA, southwest Naraka. Inmates here are permitted no information and no practice in developing skills. They never see a book or a newspaper; they are not allowed any knowledge of universe events. Their questions go unanswered, and beyond whatever information they were given at their trial in Pandoria, they have no real clue as to where they are or how long they will be confined here. Inmates are not permitted to exchange personal information with each other, and conversation between them, except as it relates to their daily tasks, is strictly prohibited. Rurava Ekimmu'een are never called by name, but addressed by number; they are made to know that they are unimportant as individuals, and that any speculations they have or ideas they arrive at are considered inane. They farm the sea—and obey orders. The administrative center here is at RAHU, located almost at the Giall border.

ANTEROS PROVINCE, southcentral Naraka, houses those whose crimes were against the nature of man. Inmates here are also known by number, but this identification is preceded by a general title: they are dubbed INCUBUS, SUCCUBUS, or AGDISTIS, depending on their sex, which will usually be altered several times before they leave this pit. Whichever form of natural perversion they sponsored, repression or excess, their correction periods are spent in the pursuit of its opposite. The central correction center and guardian post in Anteros Province is APSA-RAS, which, built half on land and half on sea, both above and below the water surface, is a mocking and uncomfortable parody of Acrasia cities.

Naraka's Common Thieves are quartered in SUKARA, on the northcentral side of the pit. The Sukara Ekimmu'een are permitted to have possessions, usually earned by hard work in the sea farms, but they generally don't keep them long: Sukara guardians, based at AUTOLYCUS, the titular province capital, are ingenious thieves. Most frequently stolen are the so-called Credit Slips, which are given to Sukara Ekimmu'een with the impression that a sufficient accumulation of these actually worthless cards will buy them release from Naraka.

Souls remanded to Naraka under the Second Accusation may be sent to any one of these provinces, depending on the nature of their crimes, but most are employed at subsea farms on Bendis, and spend their correction time at menial labor in denizen settlements like Patala.

The Legions under the command of Abred Varsavarti are the GORGONS. The Gorgon Regiment is divided into twenty-eight battalions, one for each province in Naraka, each battalion assigned different duties which correspond with the nature of the souls in their ward. No Ekimmu'een can be considered for rejudgement until he has become immune to his Cythrawl or, as in the case of Rodha inmates, until he has, in the judgement of his guardians, paid back all he has stolen.

The Ekimmu'een Review Board meets at PANDALON, a surface city located in central Naraka.

Information regarding this pit has been obtained from the following source:

NARAKA GUARDIAN POST

4 Ixtab Crossroads Canal

Avici, Pit Seven

Labor Co-ordinator: Sablil Shesmu Caym

PIT EIGHT:



Official Name: JIGOKU. *Area:* 87,999,862,543 cubic light-years (Rank: Four). *Administrative Center:* Akeldama. *Guardian:* Oyama. *Industrial Advisor:* Sucellus. *Insignia:* On a blood-red field, the black Wolf in Sheep's Clothing.

Population: The souls who inhabit JIGOKU are termed CAHOREEN: Deceivers.

The Cahoreen are the oath-breakers, the traitors and false witnesses, those who violated a sworn promise of faith or who worked to subvert and destroy the dignity of others. Many of the acts for which these souls are confined are not criminal in themselves, but their combination with betrayal or slander places the Cahoreen among the most despised of convict souls. Even here, however, a distinction is made between deliberate malice and a crime of passion, and a soul who becomes Cahoreen out of fear, or anger, or, as sometimes happens, mistaken good intention, will be treated more leniently than one who acts from vindictiveness or for personal gain (see below).

There are three major divisions recognized among these convict souls. The first are the Oath-Breakers, those who contracted to serve another or to honor a commitment, and who then betrayed that trust. They do not include any who were forced to swear an allegiance, nor any who have been themselves betrayed and are taking just vengeance. They are, rather, those to whom a choice was open and no injury was done, particularly if the oath was taken with intent to violate it, or if the oath was falsely sworn as a means of shielding future iniquities. This charge generally covers only those who act on a personal basis, since the crime of oath-breaking is usually part of a one-to-one relationship, where the oath may be anything from a verbal agreement to a signed contract, and where the result of its violation may range from no more than embarrassment to no less than death for its victim. The Oath-Breakers also include, incidentally, those Contract Convicts who accepted fulfillment of their agreements and then attempted—always unsuccessfully—to avoid payment of their acknowledged debt.

Betrayal on a greater scale is a crime which is recognized and punishable by almost all cultures and on all mortal worlds, under the name Treason. The charge cannot be leveled, of course, against a legitimate spy, no matter what his method, nor is it leveled, in Hades at least, against any individual who is genuinely—and openly—committed to a cause or ideal opposing that of his native culture. A traitor is one who accepts a position of responsibility within the structure of the society to which he belongs, in order to subvert that society, betray its people, or cause its downfall. The charge of Treason also includes the Turncoats; those who may have originally sworn allegiance in good faith, but who later break their trust without first resigning their commissions.

The third charge is termed False Witness, though it has been extended to cover not only those who tell damaging lies, but those who report damaging truths. The designation does not include any who expose weakness or faults in others which they believe to be potentially harmful to the general weal, nor, certainly, is anyone who tells a lie with intent to help judged at fault. False witness includes such acts as the threatened exposure of an individual's personal indiscretions for purposes of extortion, or deliberate conviction of an individual on hearsay evidence, particularly if the victim is known to be innocent by those who give birth to the lie.

The acts listed as Oath-Breaking and Treason are not considered criminal unless the doer has given others reason to believe that he is worthy of trust, for the simple reason that a known enemy will not be awarded the confidences given to a professed ally. The charge False Witness is not leveled unless the doer makes use of such weapons as blackmail or slander, particularly if for his own personal gain. Any individual who violates his sworn oath or betrays a human commitment is judged Cahoreen—and he is, himself, a Cythrawl.

Land and Resources: Jigoku is a vast desert, its temperatures alternating abruptly between intense heat and bitter cold, its air and land, drained of moisture by Naraka above and Niflheim below, painfully dry. Even the Giall River, its only dependable source of water, is narrow and shallow for most of its length, and the pit is crossed by high winds which raise choking dust clouds. The greater part of the land is blanketed by alkali, though beneath the surface, at different levels, explorers found unexpected lodes of valuable minerals and ores. Several regions in this pit also contain the soft stones which are favored by sculptors' training schools, and along the banks of the Giall River, there are large deposits of potter's clay.

Most of Jigoku is maturelands, characterized by relief. The mountains here are not very high, but almost all the land is in slope. Native animal life is non-existent, and native vegetation nearly so; the only plant life in this pit is a hardy variety of scrub tree called the CERCIS, which sprouts clusters of bright red flowers that do much to alleviate the grey drabness here, but which can be used for no other purpose than to mark non-alkaline sectors of land. Despite the serious water shortage, the land is occasionally subject to flash floods, and inhabitants in the lower areas especially live in constant danger of rapid runoff; except where special drainage systems have been set up by Infernal engineers, all rainwater is immediately absorbed by the thirsty land. Only small areas in Jigoku have been successfully converted to farmland, producing barely enough to feed its own population.

The Giall River enters this pit in the northeast, and exits in the southeast.

Economy: Pit Finances (5730): Revenue, Cr 2,197,500 billion; Expenditures, Cr 2,145,320 billion. *Leading Industries:* Primary metals, caustic chemicals, acidic neutralizing agents, smelting, brickmaking, some manufacturing, steel. *Chief Mining Products:* Minerals, precious metals, coal, stone, clay, alkali salts, alkali metals, alkali earth. *Chief Agricultural Products:* None for export.

General Information: Called "The Strangers," the Golem of Jigoku are the most malignant beings in the Pits. Natural evidence proves that this pit, like most of the others, once abounded with native life-forms; the Golem have managed to destroy all of it, except for the sturdy, many-seeded Cercis trees. Secretive and vicious, they are capable of forming a body for themselves out of any of the pit's substances, above or below ground; they attack suddenly and without warning, and

disappear as quickly as they came. Their very existence is cause for wonder, for they serve none of the usual purposes in this pit; land moving is accomplished by dust storms and floods, and the Golem attempt to obstruct even those.

The relative immunity of pit inhabitants to the deadliness of their attacks is evidently maddening, and the Golem will stalk any given individual with terrifying persistence. They have been more successful in destroying other life-forms brought into the pit, and as a result, there can be no domestic animals or pets here—the latter is a lack which is felt keenly by resident denizens. The best defense against these formidable beings is for pit inhabitants to travel in groups of two or more, for the Golem direct their unreasoning rages only against individuals, seemingly unable to make a choice when there is more than one potential victim. The Golem themselves travel alone, and have even been observed to fight with each other.

Jigoku has sixteen natural climate divisions, eight hot and eight cold, which alternate abruptly, giving the pit the appearance of a vast checkerboard. Only half of these are large enough to serve as administrative divisions as well; the secondary climate regions are merely narrow border strips which mark the limits of the pit's provinces. Most farming, such as it is, is done in the cold regions, where it has been found possible to shield the scattered vegetable plots with glass screens, and thus prevent the Golem from killing the crops; some farming is done in the Giall River itself. In these regions, too, are located whatever workshops there are in Jigoku, for the cold appears to make the Golem more sluggish, and structures here are more likely to last. The principal occupation in the pit is mining; most inhabitants prefer skim mining, which is done on the surface, since meeting the Golem below ground is even more dangerous, if such is possible, than meeting them in the open.

The two major chemical plants in Jigoku are at EURYNOMUS and OCH, each producing nearly opposite substances from the alkaline matter in the pit. Eurynomus processes caustic alkalies, including the hydroxides of sodium, potassium, and ammonium, while Och processes those alkaline salts which are capable of neutralizing acids. The pit's soft stones are cut for shipment and treated with Giall water at ANANCITHIDUS, southeastern Jigoku; the best potter's clay is also found in this region. The largest of the pit's surface mines is BEYREVRA, located in the southcentral heat region. Jigoku's first successfully operative sub-surface mine was at HOLLER, several leagues northwest of Beyrevra.

Guardianship of Souls: The Cahoreen are divided among the hot and cold divisions of Jigoku by the nature of their Cythrawl force; deliberate criminals inhabit primarily the heat regions, where both the climate and the Golem are more ac-

tively dangerous. Each province is nominally subdivided into sectors which house the convict souls according to their specific acts. The pit's eight provinces are termed "hot" or "cold" depending on which factor predominates.

The majority of oath-breakers are confined in FURFUR PROVINCE, northeastern Jigoku; the less culpable are housed in the cold province of PATHATUMON, which is also the locale of AKELDAMA, the pit's administrative center. Both these neighboring regions are under the jurisdiction of ONI-NO-NEMBUTZU, a titular province capital which is located on their mutual border. Two of the subdivisions in Furfur Province are PHARSUPH DISTRICT, in the east, which houses those who violated family oaths,* and JEQON DISTRICT, in the west, the site of detention camps for those whose deceptions led or coerced others into oath-breaking.

The Traitor's provinces are HONO KURUMA, the hottest of all the regions in Jigoku, and PRZIEL, on its northern border. The administrative center for these two provinces is at LOTAN, situated some twenty leagues east of the Holler Mine. DRAC DISTRICT, Hono Kuruma, houses those convicted of premeditated treason; nearly all Cahoreen here are employed in subsurface mining.

False Witnesses are placed according to whether their crimes may be labeled Slander or Blackmail. The liars are remanded to either LEYAK, a region of heat, or ZAHUN, in the south. Extortionists will find themselves in either BASILISK PROVINCE or in the neighboring cold sector of ANITO. The administrative center for all four of these provinces is at TUNRAQS.

The Legions under the command of Abred Oyama are called the HARPIES. Cahoreen under their ward are often dispatched on individual errands to various parts of the pit, leaving them vulnerable to attacks by the Golem. Souls confined here soon learn that nothing they say will be believed; they may be blamed for the destructive activities of Golem against buildings here, or accused of lying if they report personal indignities visited on them by these life forms. Guardians point out the obvious fact that there is no animal life in the pit, and refuse to be convinced of the existence of any dangerous beings; convicts are also punished for supporting each other's statements on this matter. Whenever a Cahoreen demonstrates

*Souls here are not the same as those in Sicking T'ai, where judgements are more concerned with cruelty. Violation of family oaths may include, where applicable, such acts as Adultery, Bigamy, a one-sided marriage of convenience, and informing to authorities against parents or children.

loyalty to one of his fellow convicts, particularly if his actions involve danger to himself, he has taken the first step toward possible rejudgement.

The Cahoreen Review Board meets at MEIFU, central Jigoku.

Information regarding this pit has been obtained from the following source:

JIGOKU GUARDIAN POST

165 Charavah Place

Akeldama, Pit Eight

Labor Co-ordinator: Kongo Tuchulcha Susanowo

PIT NINE:



Official Name: NIFLHEIM. *Area:* 460,967,431,127 cubic light-years (Rank: Two). *Administrative Center:* Amenti. *Guardian:* Nidhogg. *Industrial Advisor:* Yukionna. *Insignia:* A white field, showing a locked book, with a broken, rusty key.

Population: The souls who inhabit NIFLHEIM are termed ZOMBI'EEN: Walking Dead Men.

The Zombi'een are those who dissipated the talents and abilities they were given at birth. They do not include those individuals who tried many things and could not succeed, nor, certainly, do they include what Stellar Law calls The Victims—those who were prevented by circumstance or by individuals who are now souls-convict from developing their native skills. They are, instead, the self-made failures, the witlings, the non-entities; those who invented the circumstances and built their own hurdles, who had and would not use, who could and would not bother to try.

There are a variety of reasons for which a soul becomes Zombi'een. Some are the Excusers, who deliberately squander their energies on a variety of useless enterprises and accomplish nothing, or who use lack of effort as their excuse for failure. There are also the Purposeless, called by Hades the Buffoons. Many of these souls were born to wealth and ease, and did no more with their inherited advantages than to drift through their mortal existence, accomplishing nothing in their own lives, or in the aid they might have given to others. Not a few of these individuals are undeniably charming, but they are nonetheless useless, and a Zombi'een is considered particularly at fault if nothing stood in his way except his own unwillingness to make an effort. Some are the Spiritless, those who were unwilling to take the responsibility of themselves on themselves and who, accordingly, not only ignored their intelligence, but often worked to destroy it. They include the perennial dependents on parents or institutions; they are also those drug users and alcoholics who had no external or internal forces driving them to their addiction, but who took that path as an easy out. And some are the Will-less, those who were "only following orders," particularly if they were raised in a society which taught free will.

The gifts of intelligence and talent are given for a purpose, and the mortal worlds need all the discerning and creative minds they can get. Any individual who avoids the use of his own mind, who wastes the talents given him by a deliberate avoidance of effort or its attendant responsibilities, is a Zombi'een—and his betrayal of self makes him OUTIS: No one.

Geography and Resources: As hot as are the fires of Pandoria, equally cold is the air of Niflheim. This is a land of snow and ice. The rocky base on which the pit rests is minimal, and almost totally covered by an ice cap which has an average thickness of nearly 5,000 light-years; in some areas, it reaches as much as 14,000 light-years or more. There are ice floes even on the Giall River, and those minor pieces of land which lie exposed bear little natural plant growth. What roads there are in this pit are limited to those located in or around the main towns; most travel here is by sled or by ice-boat.

Wherever there is land, whether exposed or buried by glaciers, there are also ores, and several parts of Niflheim are mined for precious metals and gemstones. The ice itself, however, has become the pit's major export; in its natural state, it provides long-lasting refrigeration, and when finally it melts, Niflheim ice becomes the sweetest, purest water in all of Hades.

The third root of the Yggdrassil terminates here, after having passed through all other pits along its way. At its tip is HVERGELMIR, the last of the Wells which

nourish the Tree of the Universe. The Well is also the source of Niflheim's twelve rivers, which manage to flow despite the chilling cold of the pit, and which occasionally serve as transport waterways. Chief among these rivers is the ELIVAGOR, an icy, venomous stream which issues from Hvergelmir and flows the length of Niflheim, emptying finally into the eastern Giall.

Hvergelmir is located in the abyss called the GINNUNGA GAP, a chaotic whirlpool of as yet unidentified energy which covers most of the western tip of Niflheim and probably extends the entire depth of the pit. Some of the powers contained in the Gap are transmitted to the Niflheim Rivers in a more or less diluted form, and these less dangerous and more easily approachable sources are "mined" for their unusual and potent types of energy. Most of this particular Niflheim product is destined for use at Level plants such as Ptah-Khnum.*

Economy: Pit Finances (5730): Revenue, Cr 678,900 billion; Expenditures, Cr 590,850 billion. *Leading Industries:* Milling, manufacturing, energy, party goods and decorations for festivals and affairs in the Levels, iced candies and fruits, herding. *Chief Mining Products:* Silver, platinum, magnetic ores, gemstones. *Chief Agricultural Products:* Meat and dairy products, sugar, fur-bearing animals.

General Information: Like Pandoria and Purgatory, Niflheim has no Golem; like Jigoku, there were no animals here until Infernal settlers brought them in. But there was life in the icy wastes of the Ninth Pit to greet the first explorers when they arrived here.

Nidhogge, the giant serpent of Niflheim, three leagues in height and more than nine leagues in length, had dwelt alone in the bottommost pit of Hades for countless aeons. Though he had some limited contact with the Upper Kingdom through the root of Yggdrassil, his task as warder of Hvergelmir was a lonely one, for the Great Niflheim Serpent was the only intelligent being living in the Ninth Pit. It was for this reason that Nidhogge found the arrival of the energetic Infernals less of an annoyance than did the other warders of the Tree, and he soon became an integral part of all plans for the development of this pit. He is the only one of the native intelligences of Hades who has consented to hold a government post, and as

*See: TYPHAENOS (Level Four).

such, he was created a full citizen of the Empire, and was later appointed legal guardian of Niflheim.*

Niflheim has no official province divisions, since not all parts of the pit are habitable and, as a result, cities and drop points are located more by necessity than by choice. It is, instead, divided into fourteen or fifteen loosely defined regions, each called an *aat*, and each under the general jurisdiction of the principal town in the region.

Other than AMENTI, the pit's administrative center, the largest city in Niflheim is KRIKON, the site of the major energy plants and research centers here (see below, Orias). OERTHA, located just north of the Ginnunga Gap, is Niflheim's smallest settlement. Established as a combination observation post and research center, its proximity to the Gap makes it an uncomfortable place to live, and also makes many of its facilities inoperable a good part of the time.

Two of the pit's earliest mines were established at NITIKA and OTHEOS, the latter a silver mine in northcentral Niflheim. Nitika, center of the northeastern *aat*, mines the richest deposit of precious stones thus far uncovered in the pit.

The largest processors of Niflheim ice are the towns of CETARARI, NAREL, and KUN, all located in the south. The ORIARIES PLANT, in Narel, is the pit's largest producer of iced candies and fruits.

Limited farming is possible in Niflheim's southeastern *aat*, where there is a sector of exposed land called, somewhat incongruously, the UPUSAUT MOUNTAINS.† Just as incongruously, Infernal denizens decided to plant parts of this area to sugar cane, and the Upusaut is dotted with hothouses for the cultivation of this otherwise tropical plant.

Most food supplies for the pit must be imported, however, including the special feed for herd animals. Many of the domesticated animals brought into Niflheim have physically adapted to the cold climate, and while the original intention was only to raise them for meat, the thick, furry hides they have developed now also provide warm winter clothing for pit inhabitants.

Guardianship of Souls: Niflheim has very few actual settlement camps. The Zombi'een are assigned—usually in groups of between six and fifteen—to

*The official appointment came as something of an afterthought: Nidhogge's guidance had been accepted by denizen inhabitants of Niflheim long before this pit was created a political domain of the Infernal Empire.

†While this is unquestionably the highest land body in the pit, it lies almost level with the surrounding glaciers.

whichever sector of the pit needs labor; each group works under the immediate jurisdiction of one regional guardian. The assignments here may be considered somewhat unusual, for Niflheim is the only pit in Hades where convict souls are deliberately metamorphosized into animals. The ORIAS PLANT in Krikoin produces a drug which transforms the Zombi'een into SEBAU, or imitations of the lower animals—an apt retribution for their refusal to use the intelligence which made them men—and many of the souls confined here serve their entire judgement period as sled dogs or other beasts of burden.

The Legions under the command of Abred Niddhogge are the COURILS. Their primary assignment is to keep the Zombi'een working at all times and, if possible, to train them at some useful basic skill. The Courils have evolved some ingenious punishments for laziness: those convicts who persistently exhibit this trait are placed in situations where hard, fast work is the only way to stave off certain disaster. One of the most commonly used treatment centers is the "Landslide Room" in Kun City, where a soul will be stationed at the bottom of an artificial slide and given the option of either shoveling away the snow as it cascades down, or being buried in it. No convict here will be considered for rejudgement until he shows himself voluntarily capable of industry; souls released from Niflheim are usually transferred to Purgatory for training in a trade.

The Zombi'een Review Board meets at TA-TCHSEHT, located in Niflheim's central aat.

Information regarding this pit has been obtained from the following source:

NIFLHEIM GUARDIAN POST

350 Mors Drive

Amenti, Pit Nine

Labor Co-ordinator: Nebekka Zuriel Boreas



CLASSIFIED DIRECTORY

The following listing is a brief selection from the ITC REPORT, a classified directory published decannually by the Interregional Trade Commission. The Commission also sponsors a variety of weekly or monthly trade journals and newspapers which are directed to specific professions, and publishes a monthly bulletin containing listings of new businesses, change of addresses, and other information which keeps the classified directory up to date. Since the intention of the *Stellar Almanac* is to give only a brief overview of customs and conditions in the Infernal Kingdom, not all categories covered in the REPORT have been included here; further, only a few representative businesses or organizations in each category have been selected for mention. A more complete listing may be obtained from the indicated sources in each level or pit (see: REGIONAL PLANNERS), or by writing directly to the Interregional Trade Commission, Jotunnheim.

ABACUS

Quipu Calculating Machines
319 Rofocale Avenue
Phoroneus, L-8

ABRASIVES

Montgnoic Abrasives
"Complete line of grinding wheel parts; coated abrasives in belts, discs, rolls and sheets; sharpening stones and diamond truing tools. Immediate delivery from our local inventories."
1212 Eurystheus Street
Andvari, L-4

ACCOUNTANTS

Sapphira Ananias, CPA
"Tax returns, inventories, budget advice for households and small businesses."
78 Sut Plaza
Absu Karoon, L-2

Hafaza Tutivillus
Judicial Accountant

"Deeds and acts recorded and tallied for immediate review."
c/o Sedaer Soroush
3 Erinyes Avenue
Armageddon, P-1

ACOUSTICAL ENGINEERS

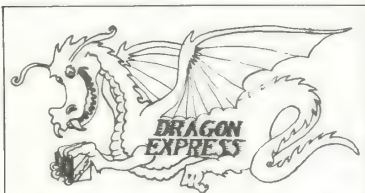
Entonal Acoustics
"Installations and service for ceilings, soundproofing; thermal installations. Silence guaranteed."
4897 Polyhymnia Street
Dyonesia City, L-3

Audition, Incorporated
"Auditory correction and perfection—let us supply you with perfect pitch. Also qualified to eliminate tone-deafness."
11 Stromkari Boulevard
Ptah-Khnum, L-4

ADVERTISING AGENCIES AND COUNSELORS

Creative Media Agency
"Publicity and promotions."
17 West Clio Street
Dyonesia City, L-3
Director: Sirushi Psaphon

AIR CARGO SERVICE



who says you can't take it with you?

"Reasonable rates—no size or bulk limits—all animate or inanimate shipping. We serve the Levels and the Pits!"
14 Anwyl Place
Styxvlla, L-1

AMUSEMENT DEVICES AND PARKS

Five Star Playland
Amusement Park
Kennaquhair, L-3

Level Amusement Co., Ltd.

"Equipment and service for fairs, circus, rides, games, acts, & shows: Also available for individual hire."

782 Lechies Boulevard
Kennaquhair, L-3

Broceliande Enchanted Forest
Mommer Province, L-9
Guide: Elan Vanoc

ANDROIDS

The Homunculus

"Extra hands for home or office; special items and android 'step-ins' made to order. Visit our pet shop, too."

415 Kingu Highway
Ptah-Khnum, L-4

Designer: Demiourgos Pronoia

APOTHECARY

Medea Potions and Elixirs
7 Ochnotinos Boulevard
Salus, L-6
Chemist: Zephaniah Venfica

ARCANE

Temple of the Nine Worlds
"Programs in Occult and philosophical studies; lessons in proper self-discipline. Information."
13 Mystery Circle
City of Sibyl
Sakhrat Province, L-9
Temple Master: Agamede Yefefiah Phaldor

(See also: MAGIC SHOPS AND SUPPLIES)

ARTISTS AND ART SUPPLIES

The Art Shoppe
"Materials, graphics, musical instruments and tuning, handicrafts and hobby items; finished work and supplies; audiovisual. If we don't have it, we'll get it. Everything for the artist."
310 Masho Plaza
Absu Odhrevir, L-2

Apollo/Athena Enterprises, Ltd.

"Artist's representatives for commercial, sciences, and the fine arts; tours, displays, sales, promotions. Clipping bureau."
One Terrestrial Plaza
Dyonesia City, L-3
Director: L. Mephisto Gershon

AVIATION SCHOOLS

Astral Projects Wing Academy
Rimmon Air Force Base
Gansangre Field, L-1
Flight Master: N'11 Casmaron Emen-Hetan

BAKERY AND BAKING PRODUCTS

The Bread Box
"Fresh breads and pastries daily. Baking done to order on premises, or order instructions and ingredients for baking at home. Finest ingredients—imaginative decorations—old-fashioned recipes."
365 Triptolemus Plaza
Ars Surtyr Agricultural College
Absu Ravana, L-2

Cerberus Cakes and Pastries

"For that special occasion."
2 Guland Circle
Tam Lin, L-9

BANKS

The Hades Imperial Bank
1357 Yacetecluti Plaza
Phoroneus, L-8

BEAUTY SHOPS AND SCHOOLS

Fountain of Youth Designers

"Now you can have the appearance of your dreams. Skilled staff artists and sculptors; professional designers; specialized individual service for all sexes."

19 Andromeda Boulevard
Macarcus, L-5

Professional Courtesan Finishing Schools:

HOURI ACADEMY/ Urvasi City, Latona
DUSII ACADEMY/ Orpheus City, Tammuz
PHANESI ACADEMY/ Salmacis City,
Ganymedes

Level Five.

(See also: COSMETICS, METAMORPHOSIS)

BEVERAGES

See: FOOD AND BEVERAGES

BLACKSMITHS

Volund Forges
919 Balmung Avenue
Volund City, Salamandria, L-4

BOATBUILDERS AND YARDS

Noatum Shipyards

"Military and civilian craft. Ships for hire or sale. Lessons in navigation."

Noatum Harbor, L-1
Artisan: Ino Leucothea

Klaboterman Schooners
Carmilhan Shipyards
Nereus Ship, P-7

BOOKS

The Book Stall

"New books, out-of-print books, fiction, textbooks, technical books; rare books and manuscripts faithfully reproduced. Search service."

1000 Quivera Boulevard
Manoa, L-3
Owner: Chora Shinnan

The Magus

"Archane and psychic lore; religion, philosophy, superstition. Technical manuals, how-to, encyclopedias. All current materials in record."

12 Galaxy Boulevard
Tercias, Sakhrat, L-9
Attendant: Petro Achsa

(See also: LIBRARIES, SCRIBES)

BOUTIQUE

Dorian Grey Tailors

"Full dress and casual wear made to order. Accessories. Also do reweaving and remodeling."

200 Zaurvan Plaza
Absu Odhrevir, L-2
Director: Eimar Adramelech



What the well-dressed Courier will wear.

"Custom tailoring to all needs. Direct-line communication with latest Midgaard modes. Guaranteed accuracy or your money back."

59 Terrestrial Plaza
Dyonesia City, L-3
Designer: Ustur Anunna

(See also: UNIFORMS)

BRICKS

Gaki Brickyards
200 Wekufe Road
Pharsuph District Center
Furfur Province, P-8

BROOMS

Fly Light, Inc.
43 Cantrip Boulevard
Sibyl City, Sakhrat, L-9

BUILDING MATERIALS

Hydra Lumber
"Finest cangue wood for paneling and furniture. Prefab housing constructed to order."
Dictys City, P-5

CANDLES

Madan Candles

"Power imbued. Some novelty items."

333 Loa Circle Boulevard

Wiccan City, L-9

(See also: LIGHTING SYSTEMS)

CHEMICALS AND CHEMISTS

Xavier Ledrion

"Analysis, consultation, and instruction. Testing. Laboratory service."

12 Omael Plaza

Ars Achaiah

College of Physical Sciences

Absu Ravana, L-2

Nagari Alchemy Laboratories

"Custom compounding for all uses; private formula and packaging. Research and formulas. Chemist's equipment."

1800 Hypezokos Boulevard

Muspelheim, P-1

Euryonous Chemicals, Ltd.

"Chemical compounds and supplies. Industrial and fine chemicals; Alkalines, caustics, solvents, acids, hydroxides. Immediate delivery."

Priel Province, P-8

CLIMATE CONTROL

Thor Weather Systems, Inc.

360 Pazuzu Avenue

Hanpa, L-4

Artisan: Peri Meresin

CLUBS AND ASSOCIATIONS

Listings available from the following sources:

Immigrants:

Infernal Immigrants Aid Association

100 Kuei Shen Circle

Alaraf, L-2

Director: Askembla E. Urvan

Professionals:

Infernal Nationals Administration, Levels

13 Hades Boulevard

Styxville, L-1

Director: Hela Nephys

Special Societies & Misc.:

Ministry of Infernal Affairs

Department of Public Activities

7 Ladon Boulevard East, Suite 16Z

Imperial City, L-7

COMMUNICATIONS SYSTEMS

Infernal Telephone & Teleport

121 Horn Boulevard

Styxville, L-1

CIRCLE ALLING and PAGING

Supplies and apparatus to insure the best possible receptions.

Instruction manuals always included.



One Eheieh Boulevard
Wiccan City, L-9

(See also: Ministry of Communications, under IK LISTINGS)

CONFECTIONS

The Gingerbread House

"Candies and sweets. Recipes and ingredients also sold."

Silvanus Lane

Bengodi Village

Amrita Valley, L-3

CONSTRUCTION CONSULTANTS

Svadilfare Construction Company

"Builders of the Utgard Line"

24 Freya Plaza

College of the Applied Arts

Absu Odhrevir, L-2

Architect: Hrim Thurs

Fafner and Fasolt, Engineers

"City planning, individual structures; homes, office buildings, farm buildings. Architectural layout and design."

919 Alberich Boulevard

Cestus City, L-4

CONSULATES AND OTHER FOREIGN GOVERNMENT REPRESENTATIVES

Celestial Embassy

"Problems and queries of Celestial nationals in Hades: Tourist information and service for Infernal nationals."

64 Abbadona Street

Styxville, L-1

(CONSULATES, continued):

(or)

c/o Sargon Raphael
Celestial Ambassador in Hades
891-900 Via Invictus East
Imperial City, L-7

Ministry of State

"Listings of IK consulates abroad; passports
and visas."

13 Asura Street North
Imperial City, L-7

(or)

Department of Courier Affairs
"Midgaard Travel Information."
314 Daemon Avenue West
Imperial City, L-7
Outlets in Styxville, L-1

I.K. Consulate in Edom
47 Peace Boulevard
Celestial City, Valhalla
Consul: Sargon Baalberith

CONTRACTORS

Offices of the Special Representatives for Trade
Negotiations.
"Service contracts and Artist's contracts;
queries and negotiations."
Imperial Palace Offices
Suite 11-R West Wing
Via Invictus Center
Imperial City, L-7

COSMETICS

Hebe Theatrical Makeup
111 Assyah Plaza
Absu Novensiles, L-2

Macareus Cosmetics

"Personally prepared for your individual
needs."

16 Andromeda Boulevard
Macareus, L-5

CRAFTSMEN AND CRAFT SUPPLIES

Hades Guild Association
Central Exchange Office
"Employment information, apprentice training
programs, suppliers outlets and trade informa-
tion."
62 Limbus Boulevard Northeast
Imperial City, L-7

CRITICS

Momus Thersites

"Reviews of the performing arts a specialty."
19 Terrestrial Plaza
Dyonesia City, L-3

DAIRIES AND DAIRY PRODUCTS

Helice Dairy Farms

"For fresh milk and cream. Special dairy prod-
ucts processed in Typhaenos (see listing for Isda
Food Products)."
Corae Province, L-6

Eurytion Ranches

"More than 30 dairy products processed and
delivered."
Geryon Province, P-6

DAMAGE CONTROL

See under: GUARDIAN SERVICE

DEBATE CLUBS/ INSTRUCTION

Sinon Naberus

"Speech, public speaking, and debate; basic
instruction and advanced skills. Also preparation
for Olympiad competitions."
6 Mitox Plaza
Ars Forcas
College of Language Skills
Absu Aresthusa, L-2

DECORATORS AND DESIGNERS

Dilmun, Inc.

"Interior designers. Let us plan your home,
studio, or office for maximum beauty, efficiency,
and comfort. We supply both plans and labor for
complete renovation. Residential—Commercial—
Industrial."

120 Semiramis Avenue
Dyonesia City, L-3



(See also: ARTISTS, COMMERCIAL)

DELEGATES

Parliamentary Speaker Service

"Are you uncomfortable before an audience?
or unsure of your ability to get your ideas across?
Let us prepare your statement and/or present
your petition before Parliament. Government-
sponsored service available to all Infernal na-
tionals free of charge."
Sheytan Palace Offices
Suite 18-P West Wing
Imperial Palace
Via Invictus, L-7

DELIVERY SERVICE/DESPATCHERS

Horn & Ivory Communications Systems

"Routing service to all Infernal regions—
Special Delivery/ Rapid Transit."

To Levels—

319 Horn Boulevard
Garm City, L-1

To Pits (Checkpoint Alpha)—

319 Ivory Boulevard
Barquest City, L-1

To Pits (Checkpoint Beta)—

320 Ivory Boulevard
Armageddon, P-1

(See also: MESSENGER SERVICE)

DISPOSAL APPARATUS

Ecology, Incorporated

"Organic catalysts for the breakdown of chem-
ical wastes; organic purifiers and aromatics for
water and atmosphere. Household and industrial
use."
4 Bari Boulevard
Mumiah Center, L-6

Gehenna Sewage Systems

"Garbage disposal: domestic, industrial, &
commercial wastes. Pickup and cleaning."
c/o Gehenna Guardian Post
700 Minotaur Avenue
Sheol, P-3

(See also: RECYCLING SYSTEMS)

DISPLAYS

El Dorado Galleries

"Displaying the work of the finest artists in
Hades. Open year round."
Ora Plaza
Manoa, L-3

DISTILLERS

Hymir Breweries

Pannymph Province, L-4

Hyades Wines and Liqueurs

Hyades Vineyards, L-5

(See also: WINES AND LIQUEURS)

DIVINING RODS

Lynceus Survey Equipment

"All varieties of detectors, for locating mine,
well, and safe building sites. Delivery service."
390 Hyperion Boulevard
Volund City, L-4

DOLLS, MANUFACTURE AND REPAIR

Mannikan Crafts

"Power imbued humanoid images individually
crafted. For sale to licensed healers or empaths
only."
20 Catalin Circle
Benu, L-9
Medical Advisor: O. Kuni Nushi

DUPLICATING APPARATUS

Yurba Images, Inc.

"Image reproduction apparatus for private or
business use. Duo- or multi-copy for manuscripts
and documents: tri-dimensional copy for art. All
apparatus for rent or purchase."
19 Merodach Avenue
Larthy-Tytiral
Yurba Province, P-3

ECONOMISTS

College of the Consumer Arts

"Instruction and/or advice on home econom-
ics, stock market and other investment, banking,
financial aid, understanding the economy, and
other fields of interest to the private national."
10 Pozemne Vile Plaza
Absu Karoon, L-2

Bicorne and Chichevache

"Market research and analysis."
27-50 Orcus Avenue
Phoroneus, L-8

EDUCATIONAL COUNSELORS

The Camaysar Hades

"Information on educational opportunities and placement in congenial fields of study."

900 Korrigan Circle

Alaraf, L-2

Director: Zuhe Eidolon Tages

IKAF Cadet Training Academy

c/o Ministry of Defense

100 Aegis Circle Street North

Imperial City, L-7

(Maneuvers and instruction held at Götterdämmerung Military Base, L-7)

Camaysar Hades of Purgatory

101 Librabis Plaza

Duat, P-2

ELEMENTALS

Samru Fire Beings

"Manufactured flame animalcules for home or arcane use.

Controlled heat and light; sterilization."

35 Kalkydra Square
Muspelheim, P-1



Shu Atmospherics

"Air elementals for filling or creating vacuums, and a variety of other uses."

81 Tefnut Circle

Sheniu, P-4

Batsuum Liquids

"Purifying agents for water supplies; also useful for the production of good weather or rain."

172 Tregeagle Canal

Avici, P-7

Earth, Incorporated

"Natural instruments for fertilizing, plowing, landscaping, etc. Both agricultural and industrial uses."

95 Tlascalan Place

Tarpeia District

Hono Kuruma Province, P-8

(See also: ENERGY)

ELIXIRS

See under APOTHECARY

EMPLOYMENT AGENCIES

General

Universal Horae

"Placement agency for office workers and service operatives. All our skilled personnel are graduates of the Absu Karoon College of Professional Training."

317 Via Invictus North

Imperial City, L-7

Specialized

See separate listings of guilds for artists, craftsmen, scientists, and other professionals."

Infernal

INAL

13 Hades Boulevard

Styxvilla, L-1

(or)

ILCP

970 Severance Road

Armageddon, P-1

ENDOWMENTS

Tolus Investment Agency

"Administers scholarships; distributes financial contributions for apprentice programs; matches patrons of the arts and sciences with young talent needing sponsorship; advises interested individuals on the most propitious areas for private grants. Government-sponsored service available to all Infernal nationals free of charge."

16 Dyonesia Boulevard Northeast

Imperial City, L-7

Director: Uthra Yuhamin

ENERGY

Typhaenos Energy Commission

"Central distributor of natural forces for Salamandria, Montgnome, Sylphsdale, and Pan-nymph."

317 Horn Boulevard

Ophion City, L-4

Aseb Power Plant

"Energy for arcane and talismanic uses. Limited distribution only."

9 Al-Ait Boulevard

Hermodr, L-9

(ENERGY, continued):

Iahu Energy

"Animation power for androids and other manufactured entities."

21 Mehabiah Way

Krikoin, P-9

ESCORT SERVICE

Venus Palaces Central

16 Mejnoun Boulevard

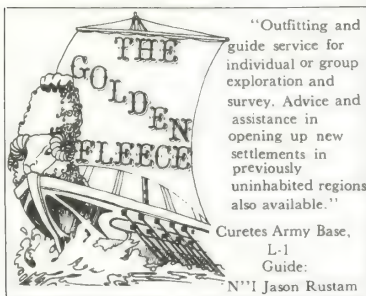
Macareus, L-5

Procurer: Terly Uvall

EXCHANGES

See under METAMORPHOSIS

EXPEDITIONS



EXPLOSIVES

Sotre Explosives

"Industrial explosives for mining, excavating, and other uses."

Oertha Village Project, P-9

FABRICS AND MATERIALS

Eshim Fibers

"Protective fabrics for military tunics, work clothes, and arcane research robes. Specially treated for impenetrability and resistance."

14 Geb Boulevard

Feroher City, P-2

Tartarus Textiles

"All varieties of cloths, materials, and accessories: weight, weave, and dye according to order."

56 Viduus Place

Cerdo, P-4

FARMING NEEDS

Rismuch Agricultural Supplies

"Everything from fertilizer to rain. Delivery service."

168 Harakhite Boulevard

Aaru, L-6

Director: Herse Aglauros

(See also: REAL ESTATE: TOOLS)

FESTIVAL SUPPLIES

I.K. Festival Office

314 Acrasia Boulevard Southeast

Imperial City, L-7

Director: Strenia Thyrsis

FINANCING

See under: ENDOWMENTS.

FIRE ALARM SYSTEMS

Contact the following:

Office of Emergency Planning

Suite 6-F West Wing

Imperial Palace

Via Invictus Center, L-7

(See also: GUARDIAN SERVICE)

FLORISTS

Diamond Star Florists

"Stocking flowers from all parts of Hades, including Jotunheim roses, and Tartarus Asphodel. Floral arrangements for all occasions; immediate delivery to any location."

10 Andromeda Boulevard

Macareus, L-5

Owner: Commissoros Sennoi

FOOD AND BEVERAGES: Central Suppliers

Ambrosia and Nectar:

Laminak Foods and Beverages

Amrita Valley Farms

Laminak City, L-3

Plant Manager: Guillen Kobold

(FOOD AND BEVERAGES, continued):

Staple Foods:

Isda Food Products

"Processing, packaging, and delivering Bimini farms produce."

Isda City

Pannymph Province, L-4

Khay Village Produce Markets

Mount Phaethon

Schachlil Province, L-8

Aquat Staple Foods

Pelops City

Salmonus Province, P-4

(See also: RESTAURANTS & CATERERS: and separate listings for individual suppliers under MEATS, DAIRY, FRUIT, etc.)

FOREIGN TRADE AND TRAVEL

Central Reception Center

"Tourist information, relay center, information, commerce co-ordination."

One River Road

Styxvilla, L-1

(See also: CONSULATES, EXPORTS)

FRUIT AND VEGETABLES

Rhoeo Orchards

Paeon Province East

Bimini, L-6

Cultivator: Pomona Rhoeo

Sealiah Farms

"Fruit and vegetables."

Corae Province North

Bimini, L-6

Bragi Orchards

"Special fruits, year-round."

Mommer Province, L-9

Cultivator: Iduna Svald

FURNITURE AND FIXTURES

Nagarit Builders

"Repairing, alterations, custom-made furniture, hard-carved designs. Everything for home or office: woodworkers since 0900."

61 Hadar Plaza

Absu Odhrevir, L-2

Artisan: Elana Gershom

(See also: BUILDING MATERIALS)

GAMBLING CASINOS

Tyche Casinos

"Over 500 galleries and an infinite variety of games of chance for your amusement."

Labezerin Plaza

Kennaquhair, L-3

Sponsor: Rubiel Achahay

GARDENERS

Garland Landsculptors

"Landscape designing, lawn care, all-season maintenance service."

314 Napeae Boulevard

Feroher City, P-2

GIFT SHOPS



The Grecian Palace

GIFT SHOPPE

50-61 Andromeda Boulevard
Macareus, L-5

"Hand-carved ivory and wood; sterling silver jewelry; special gem sets. Fine gifts and some novelty items."

GLASS PRODUCTS AND SUPPLIES

Tarshish Artisans

"Blown glass, cut glass, crystal. Standard stock and special products made to order."

Tarshish Boulevard

Cluricaune, L-4

Jahannam Natural Glass

"In blocks for carving or cutting, or in shards suitable for mosaic work. A variety of natural colors."

87 Ixion Way

Busiris, Jahannam Province, P-3

GRAVITY CONTROL

Atlas Ballast Systems

"Lodestones and securing equipment for all types of structures and environmental conditions. Gravitational engineers."

139 Bathor Place

Cestus City, L-4

(See also: ENGINEERS)

GRIMOIRES

See under: BOOKS, LIBRARIES

GUARDIAN SERVICE:

Central Dispatch:

The Pallas Corps

"Coast guard, Air patrol, police, fire and flood control. Central relay and dispatch for all disaster units and guardian services. Information and enlistments."

c/o Ministry of Defense

100 Aegis Circle Street South

Imperial City, L-7

Commander: D'A Thraetoana Ben-Nez

Disaster Control Units—Local:

The Pallas Corps

9 Horn Boulevard

All Level Capitals

(or)

9 Ivory Boulevard

All Pit Capitals

Domestic Service:

The Blue Guardians

"Specially trained units of IK Legions regularly patrolling high-risk regions. Direct-line call boxes posted on all streets may be used by any national to summon a patrol. Units may also be permanently or temporarily stationed at specific posts or domiciles on request (call for Teraphim Division)."

Central Command Post:

One Balisarda Parkway

Styxville, L-1

Despatcher: N'I Nattig Tacouin

Guard and Patrol Service:

The Kinich Ahau

"Guardian Service, Pits only. Regular patrol and including trained disaster units. Can supplement all regular pit guardian units as needed."

262 Narudi Street

Armageddon, P-1

Commander: D'A Zotzilha Chimalman

GYMNASIUMS

Absu Acestes

College of Physical Training.

"Gyms and equipment available for individual use or hire. Instruction on request."

One Paymon Plaza

Absu Acestes, L-2

HAIR STYLES

Delilah Barbershops

One Templedown Square

Mnemosyne Village

Dyonesia City, L-3

Director: Lutin Acersecomus

Sif's Wigs

"Wigs of any color or material, temporary type or permanent falls that grow naturally. Personal—Theatrical—Courier styles."

1640 Hybrids Avenue

Ptah-Khnum, L-4

HARPS

c/o Celestial Embassy

Imports Service

64 Abbadona Street

Styxville, L-1

(See also: MUSICAL INSTRUMENTS)

HARVESTORS

Nine Seasons Farm Service

"Pickers, reapers, mowers; dependable help for harvest seasons on all levels."

Isphan Darmaz Farms, P-2

HEALERS

Bimini Medical Association

"Central call service for physicians, healers, and empaths: hospital service or house calls."

19 Panacea Avenue

Aaru, L-6

Medical Advisor: Suriel Sarapis

HERALDS

Lug Stentor

"Available for public events or private celebrations."

617 Telephus Plaza

Absu Arethusia, L-2

(See also: FESTIVAL SUPPLIES)

HORSES/ RIDING SCHOOLS

Rabican Riding Academy
c/o Apocalypse Cavalry Base
Asgaard

Abastor Ranches

"Trained, thoroughbred horses for sale or hire.
Riding lessons; instruction on care, feeding, and
training."

Schachlil Province Southwest, L-8

HOTELS

Crown Towers Hotels

"Tourist accommodations and service; guides,
city maps, government directories."

450 Via Invictus North
Imperial City, L-7

ICE AND ICED PRODUCTS

Nifheim Ice

"For freezing, food storage boxes, iced can-
dies and fruits. Delivery service."

Cetarari City, P-9

IMAGE CREATION APPARATUS

Illusion, Incorporated

"All necessary equipment and supplies for
exact copies of existing materials and/or creation
of new images. Permanent or temporary effects
in up to four dimensions."

320 Baphomet Place

Larthy-Tytiral, P-3

Director: Iod Kattadiya

Upper Kingdom Outlet at:

359 Terrestrial Plaza

Dyonesia City, L-3

INCENSE

Direct supply available care of:
Tartarus Guardian Post, P-4

But see: MAGIC SHOPS

INCOME TAX PREPARATION

Infernal Revenue Service
Accounting Office

"Assistance in calculating decannual taxes,
both private and business."

c/o Ministry of the Treasury
50 Zahoris Avenue East

Imperial City, L-7

Department Chief: Ram Izad

See also: ACCOUNTANTS, CERTIFIED PUBLIC

INFERNAL KINGDOM GOVERNMENT LISTINGS

This section of the REPORT generally runs about ten pages and includes a complete breakdown of all available government services, central and local, as well as their hours of operation and emergency call codes. Since the Almanac records all major agencies and ministries elsewhere (see: HISTORY), IK listings are not given here. Some specialized services have been included separately, however, (see, for example: GUARDIAN SERVICES), and a complete list of local government representatives will be found in these pages under REGIONAL PLANNERS.

INVESTMENT BROKERS

Syth Teiaiel

"Stocks, bonds, securities; internal and foreign
investments. Know your market."

68 Melchom Street

Phoroneus, L-8

(See also: ENDOWMENTS)

INSIGNIA

Uraeus Emblems

"Badges, blazons, personal and family insignias: individually designed and hand-crafted; embroidery or engraving."

361/7 Parasiel Boulevard

Ophion City, L-4

ISLANDS

Custom-made or purchased as is. Choice of location. See under CONSTRUCTION ENGINEERS, and REALTORS.

JEWELRY AND SUPPLIES

BAUBLES, BANGLES, AND BEADS

Costume
Jewelry

19 Scheherazade
Boulevard

Dyonesia City, L-3



Hadial Fire Gems, Ltd.

"Natural stones, grown in their original environment."

Eunoe River Farms

Ladon City District, P-2

JUSTICE OF THE PEACE

Sedaer Ma'at
c/o Ministry of Justice
12 Valkyry Avenue East, Suite 6B
Imperial City, L-7
Attorney General: Ithuriel Zazai

JUVENILE ENTERTAINMENT

Berchta Children's Theatre
379 Alquife Avenue
Dyonesia City, L-3
Producer: Domiduca Fabulinus

KEYS

See listings for ARCANES, BOOKS, MAGIC SHOPS, LIBRARIES, etc.

KILNS

Ocnus Fire Service
"Natural heat blasting. Pickup and delivery service."
Ukoback City
Ocnus Strip, Yaotzin, P-2

LABORATORIES

Absu Nilaihah Laboratories
College of Occult Research
"Laboratory equipment available for individual experiments. Supervision provided as necessary. No charge to students or Temple disciples."
990 Abatur Plaza
Absu Nilaihah, L-2

A-S-T-H

"Laboratory facilities and supplies provided for independent researchers. Submit a general outline of your field of research to insure appropriate laboratory environment will be provided."
310 Smith Street
Ophion City, L-4
Guild Master: Daedalus Tubalcain

LEGAL ADVICE

Absu Aidos Barrister Association
"Advice and assistance in points of civil, criminal, judicial, constitutional, and military law."
4 Azza Plaza
Absu Aidos, L-2

Pendragon, Gideon, Mephisto, and Scratch
Attorneys at Law
"Hades oldest law firm."
One Courier Circle
Simurgh, L-9

Court of Criminal Appeals
"Pit inhabitants only."
482 Senegorin Boulevard
Simurgh, L-9
Defense Attorney: Jizo Bosatu

LIBRARIES AND LIBRARIANS

Limbus Lending Library Association
"No charges for university students or teachers."
860 Aani Street
Alaraf, L-2

The Infernal Archives
New Archives Building
40-60 Valhalla Street
Dyonesia City, L-3
Director: Al Bagdassarian/ Harahel

The Celestial Archives
(Book Exchange Program)
366 Raduerl Boulevard
Celestial City, Valhalla
Director: Vretil Prauil/ Harahel

LIGHTING SYSTEMS AND APPARATUS

Shamash Sun Systems
"Full light, eclipses, radiant heat, cold light. Indoor or outdoor effects."
91256 Chashmalim Avenue
Muspelheim, P-1
Artisan: Canidia Aod

(See also: QUASARS)

LIMOUSINE SERVICE

Laelaps Limousine
"The newest in carriages, broughams, and coaches at your service."
50 Ladon Avenue West
Imperial City, L-7


LOST AND FOUND SERVICE

Vassago Gethel
Diviner
6 Synia Circle
Sibyl City, L-9

MAGIC SHOPS AND SUPPLIES

Belfry Pharmaceuticals
"Premixed potions, powders, and elixirs, as well as separate ingredients for all uses. Prescriptions filled."
325 Strega Circle
Sibyl City, L-9

(MAGIC SHOPS, continued):



"All forms of necromancy. Wishing caps, charms and countercharms, blessings, curses, prophecies. Tricks and novelties. Occasional miracles."

70 Simmery Axe
Wiccan City, L-9
Proprietor:
J. Wellington Wells.

bonitate

MARRIAGE BROKERS AND COUNSELORS

Asmodeus Belphegor
14 Iabiel Boulevard
Aaru, L-6

MEAT PACKERS

Schochet Abbattiors, Inc.
Geryon Province, P-6

MEDIUMS

Midgaard Communications and Answering Service

"Do you wish to contact a loved one who is still incarnate? or avoid those annoying Midgaard summonses?"

OID/ Courier Service
118 Horn Boulevard
Styxvillia, L-1

Communications Director: Paigoel Hutgin

MESSENGER SERVICE

Standard Service

Unigraph Hermes/ Telere

"Domestic couriers and special delivery: Hades' oldest messenger service. Security rated for sealed communications: verbal messages also carried via runners. Persuasion service available."

19 Daemon Street
Styxvillia, L-1

Dispatcher: Palamedes Skirnir

Special Couriers—Midgaard

Infernal Lemures/ Messenger Service
c/o Camaysar Hades of Purgatory
101 Librabis Plaza
Duat, P-2
Dispatcher: Mikel Chwezi

(See also: Department of Courier Affairs, under IK LISTINGS.)

Judgement Courts

The Interkingdom Supreme Court

"Messengers Division—receives and acts on petitions from all sources: also forwards messages to proper authorities."

Heimdall's Fortress

BiFrost Bridge

Dispatcher: Sarospa Omesha Spentas

Receiver (petitions): T. Tzang Pesagniyah

Infernal Kingdom Outlet, ISC

68 Ascalaphus Boulevard

Armageddon, P-1

Commander: Vanand Yezad

METALS, PRECIOUS AND MUNDANE

Gleifnir Steel

920 Balmung Avenue

Volund City, Salamandria, L-4

Monarch Metals, Ltd.

"Manufacturers of sheets and coils of brass, copper, gold, nickel, and phosphor bronze. Precious metals. Cutting, cleaning, drilling, distributing."

13 Acmon Road

Dactyl, P-3

METAMORPHOSIS

Hexen Exchanges

"Temporary or permanent physical alterations and transformations; instantaneous or evolutionary. Courier and theatrical disguises also available. All work guaranteed."

44 Eurylochus Street

Ptah-Khnum, L-4

Sebau Potions

"For Judicial uses only."

Orias Distillers

319 Akriel Way

Krikoin, P-9

MUSICAL INSTRUMENTS

The Pied Piper

"Instruments, scores, recordings; music written or notated."

214 Chibiados Avenue
Dyonesia City, L-3

MUSEUMS

Prometheus Anthropology Museum
6 Pyrzqxl Street
Dyonesia City, L-3

NAUTICAL SUPPLIES

Tethys Navigation Engineers
Noatum Shipyards, L-1
Artisan: Tiphys Palinurus

Nerieds Nautical Suppliers
"Everything for the sailor."
3 Gracae Canal
Skidbladnir, Nereus Strip, P-7

NEWSPAPERS

The Daily Call
316 Terrestrial Plaza
Dyonesia City, L-3
Editor: Dan E. Deadline

(See also: PUBLISHERS)

NIGHT

Darkness at Noon
Engineers
One Parvardigar Street
Muspelheim, P-1
Engineer: Rab Unnaw

NOTARY PUBLIC

Infernal Archives
Hall of Records
Building A, Floor Seven
40-60 Valhalla Street
Dyonesia City, L-3

(See also: ACCOUNTANTS, JUDICIAL)

NUMERICAL CONTROL

Sec: ARCANÉ

OBSERVATORIES

Temple of the Nine Worlds
13 Mystery Circle
Sakhrat Mountain, L-9

OFFICE FURNISHINGS AND SUPPLIES

Reliable Office Supplies

"Everything from furniture to stationery. Rest period supplies and answering service: let us modernize your office."

5 Tronc Plaza
Absu Karoon, L-2

OPTICAL ENGINEERS

Euchey Theatrical Suppliers

"Supplies and equipment for special effects, magic shows. Instruction and aids in the art of invisibility, animate and inanimate."

7 Euchey Plaza
Absu Novensiles, L-2
Director: Palatinates Musanios

Perception Unlimited

"Artificial eyes and subnormal vision aids: x-ray, arcane, and long distance vision provided. External (scientific) apparatus or physical installation."

19 Innon Boulevard
Ptah-Khnum, L-4


ORACLES

Absu Aresthusa
College of Communications Skills
100 Agib Plaza
Absu Aresthusa, L-2
Diviner: Bacoti Irungu

Trophonius' Cave

"Natural oracle cave. No diviners, adepts, or translators in service."
Sakhrat Province, L-9

PAPER PRODUCTS



The Scribe

"The finest in paper products: cream vellum and papyrus scrolls."

Sinsuni Bridge
Splenditenes Forest, P-5

Outlets on Levels Two, Three, Seven, and Nine.

PERPETUAL MOTION APPARATUS

Ars Surtyr
College of the Applied Sciences
100 Rashiell Plaza
Absu Ravana, L-2

(See also: ENERGY)

PET SHOPS

Familiar Sprites, Inc.
2245 Galaxy Boulevard
Oberon City, L-9
Trainer: Aclurus Magistellus

PHASE CONTROL

Chronos Supplies
"Lock systems and temporal co-ordinating apparatus for the four-dimensional arts and sciences: equipment for extra-universal travel."
9 Sahaquiel Avenue
Hadad, L-4
Artisan: Eth Asderel Sahariel

POLICE

See under Guardian Services:
THE BLUE GUARDIANS

PROTECTIVE COATINGS

The two courier firms here listed will supply appropriate corporeal forms to all authorized travelers to Midgaard:

Apollo/ Athena, Ltd.
(See: ARTIST'S AGENTS)
P-G-M-S
(See: LEGAL ADVISORS)

PUBLISHERS



**infernal arts
publishers**

10 Muse Lane
Dyonesia City, L-3
Director: Clio Penemue

QUANTUMS

Alpha/Omega Suppliers
"Radiant energy particles for research or industrial use: graduated sizes."
Oertha Research Settlement
Niflheim

(See also: ENERGY)

QUARRIES

Rabinu Quarries
"Flawless marble for building and sculpture.
Cut to order."
Barbona Mountains, P-6

QUASARS

Galaxies Unlimited
"We supply stars and stellar formations for any occasion. Trans-universe export service."
First Mystery Circle
Sakhrat Mountain, Sibyl City, L-9
Artisan: Qamamir Ziwa Nitibus

RAINMAKERS

See under: CLIMATE CONTROL

REAL ESTATE

HAFKIEL & ANTHANATOS

"The finest homes—the choicest locations—the lowest prices. Custom buildings."

650-675 Via Invictus South
Imperial City, L-7



RECYCLING

Tophet Mills
Tophet Province, P-3
(or)
c/o Gehenna Guardian Post

REFLECTORS

Domos Repellants
"Psychic resistance supplies and apparatus; boomerang effect included if desired."
21 Iaeo Plaza
Absu Nilaihah, L-2
Instructor: Kmiel Gurid

REGIONAL PLANNERS*

The following offices can provide complete business directories for their regions, as well as listings of government services and local representatives. The figure given in parenthesis is their emergency call code.

* (Full addresses given in the Tour Guide)

Central Comptrollers:

The Governors & Guardians Council
Sheytan Offices, Suite 1G
Imperial Palace, L-7
(1G/7L)

Asgard: (CMS/1L/Di/H)

Infernal Nationals Administration, Levels
Styxvilla

Limbus: (CMS/2L/Ko/A)

Immigrant Absorption Center
Alaraf

Dyonesia: (CMS/3L/Ma/L)

Apollo/Athena, Ltd.
Dyonesia City

Typhaenos: (CMS/4L/Gm/D)

Association of Scientists and Technicians in Hades
Ophion City

Acrasia: (CMS/5L/Di/L)

Venus Palaces Central
Macareus

Bimini: (CMS/6L/Co/C)

Bimini Agricultural Commission
Aaru

Pandemonia: (CMS/7L/Sa/C)

Office of the Special Advisor
Imperial City

Jotunnheim: (CMS/8L/Co/A)

Interregional Trade Commission
Phoroneus

Kaf: (CMS/9L/Wa/N)

Pendragon, Gideon, Mephisto, & Scratch
Simurgh

Pandoria: (CMS/1P/Di/A)

Infernal Labor Commission
Armageddon

Purgatory: (CMS/2P/Ed/V)

Purgatory Guardian Post
Deianira

Gehenna: (CMS/3P/Lc/T)

Gehenna Guardian Post
Sheol

Tartarus: (CMS/4P/Lc/C)

Tartarus Guardian Post
Sheniu

Sieking T'ai: (CMS/5P/Lc/M)

Sieking T'ai Guardian Post
Irkalla

Nastrond: (CMS/6P/Lc/F)

Nastrond Guardian Post
Hrim-Grimnir

Naraka: (CMS/7P/Lc/S)

Naraka Guardian Post
Avici

Jigoku: (CMS/8P/Lc/K)

Jigoku Guardian Post
Akeldama

Niflheim: (CMS/9P/Lc/N)

Niflheim Guardian Post
Amenti

RENTAL SERVICE STORES AND YARDS

Absyrtus Rental Corp.

"Everything for all occasions. Suppliers since 0250."

2 Ops Boulevard

Alaraf, L-2

Director: Absyrtus Aetees

REPAIRS AND RENOVATIONS

Wash and Brush Repair Company

"Animate and inanimate servicing. No waiting."

Emerald Plaza

Dyonesia City, L-3

RESORTS

Chiron Lake Resorts

"Watersports, skiing, natural caves. Endymion

—Aganippe—Nimue. Open year-round."

Chiron Province, L-3

Avalon

"Acrasia's famed floating island. Outdoor and indoor sports."

Lake Labe, L-5

Atlantis

"An undersea city faithfully reconstructed according to the original plans. Nationals only: passports required."

Bendis Core, P-7

RESTAURANTS AND CATERERS

Schrim'nir Tavern

"An historic site in the Kingdom's former capital. Pre-war atmosphere and decor preserved."

50 Valhalla Street

Styxville, L-1

Dusk to Dawn Nightclub

"Food, drink, and entertainment. Private catering service available."

21673 Broadway

Dyoncsia City, L-3

Caterer: Peor Nysrock


The Cauldron

100 Via Invictus East

Imperial City, L-7

RUGS AND CARPETS

Fly light; fly right.
The finest in self-transportation.



Carpets
369 Iahmel Plaza
Wiccan City, L-9
Weaver: Murriel Matmoniel

(See also: TRANSPORTATION)

SAFARIS

Thegri Imamah

"Expeditions to the Fits. Hunting and exploring. Battle a Golem Dragon."

45 Czarnobog Avenue

Barquest City, L-1

SCIENTIFIC INSTRUMENTS AND SUPPLIES

Gamerin Precision Instruments

"One of the oldest and best-known names in scientific instruments and apparatus."

120 Chous Street

Muspelheim, P-1

Artisan: Baglis Metrator

Rabdos Supplies

"A wide variety of stone, chemical, and metallic substances, including sorcerer's lodestones and talismanic metals and gems. Send for our catalogue."

14 Dunamis Road

Bricus City, Rabdos, P-1

Director: Masleh Lazai

SCRIBES

Absu Aresthusa

College of Mechanical Skills

School of Scribes

16 Hahlia Plaza

Absu Aresthusa, L-2

SEASONING

Home Worlds Spices

"Specially cultured spices and herbs that make foods taste like home. Catering particularly to new immigrants."

23 Eurus Boulevard

Aaru, L-6

SIGNS

Baraqijal Signs and Omens

6125 Constellation Avenue

Sibyl City, L-9

Diviner: Araquel Shamshiel

(See also: ARCANE)

SPECIES ALTERATION

See under: METAMORPHOSIS

STATIONARY

Cabbages and Kings

"Novelty store, stationery items."

Wonderland Terrace

3 Quivera Boulevard

Manoa, L-3

STONE PRODUCTS

Medusa, Ltd.

"Softstone for carving and erasing. Cut to order."

Anancithidus Quarries, P-8

(See also: separate listings under ARTIST'S SUPPLIES, BUILDING MATERIALS, MARBLE, etc.)

SWIMMING POOLS

Gymkhana Pools
991 Tharsis Plaza
Absu Acestes, L-2

TALISMANS AND CHARMS

The Griffin

"Hand-crafted personal charms, amulets, and talismans made to order for all uses."

333 Kahuna Circle

Benu, L-9

Craftsman: Mizkun Semjaza

(See also: MEDICAL SUPPLIES)

THEATRES

A complete list of Hadial theatres is available from the Dyonesia Civic Administration, or from the office of the Advisor to the Emperor on the Arts. Given below is a list of all Revel's (Twin Mask) Playhouses (IK only).

501 Hades Boulevard
Styxvilla, ASGAARD

316 Horn Boulevard
Alaraf, LIMBUS

49 Terrestrial Plaza
Dyonesia City, DYONESIA
(Revel's Company central box office also located at this address.)

62 Vulcan Place
Ophion City, TYPHAENOS

Aesymnetes Palace
Macareus, ACRASIA

56-70 Ceres Street
Aaru, BIMINI

777 Via Invictus East
Imperial City, PANDEMONTIA

360 Chur Boulevard
Manco Capac, JOTUNNHEIM

7617 Tryanon Circle
Oberon City, KAF

TISSUE

See under: SCIENCE SUPPLIES

TOOLS

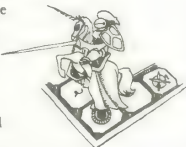
Talos Perdix
94 Glasyalabolos Plaza
Absu Odhrevir, L-2

Artisans may also contact their guilds for sales outlets of tools of their trade. Listed companies in these pages will also suggest suppliers.

TOYS AND NOVELTIES

Queen Whims Toy Shop

"Puzzles, toys, games, and novelties. We have the New Game of Insurrection (board game)."



160 Lechies Boulevard
Kennaquhair, L-3

TRANSFORMERS

Check with your local courier outlet.

TRANSPORTATION, PRIVATE

Wishing Booths, Inc.
Teleports

"Installed in home or office."

19 Liwet Street
Styxvilla, L-1
Director: Ampharool Ezgadi

TRANSPORTATION, PUBLIC



Serving the Levels and the Pits.
787 Via Invictus
Imperial City, L-7

Astral Airlines
The Imperial Line.

TRAVEL BUREAUS

All trans-realm (non-courier) travel must be cleared through the Ministry of State, Department of Passports and Identification. For travel within the Realm:

Level & Pit Travel Corp.

"See Hades First."

999 River Road

Styxville, L-1

TUTORS, PRIVATE

See under EDUCATIONAL COUNSELORS

UNIFORMS

Minerva Shops

"Military uniforms and protective outer garments. Work clothes and accessories."

99 Balder Circle

Benu, L-9

UTILITIES

Ministry of Infernal Affairs

Department of National Resources

7 Ladon Boulevard, Suite 4A

Imperial City, L-7

VACUUM EQUIPMENT AND SYSTEMS

Space, Incorporated

"Traveling between worlds? Let us outfit you properly."

36 Insurrection Avenue

Styxville, L-1

VEHICLES

Erechtheus Carriages

"All varieties of vehicles from farm carts to elegant chariots, skillfully crafted for maximum service, comfort, and efficiency."

62 Sleipnir Boulevard

Ophion City, L-4

VENTILATORS

Bao Air Systems

"For use in subterranean homes and cities.

Self-extending apparatus for mines."

43 Rephaim Place

Bao City

Yurba Province, P-3

Director: Illapa Katoylla

VETERINARIANS

Hari Behemial

46 Panacea Avenue

Aaru, L-6

VOLUNTEER SERVICES

The Cadmus Corps

Militia

c/o Ministry of Defense

100 Aegis Circle Street South

Imperial City, L-7

Commander: Esmun Cadmus

WATCHES AND CLOCKS

ZODIAC Chronometers



"Stellar timepieces and novelty items (12-hour clocks); from the creators of Flora's Dial"

30 Terrestrial Plaza

Dyonisia City, L-3

WATER CONTROL SYSTEMS

Sobek Waterwheels

"Irrigation, flooding and flood control, water power."

22 Dara Boulevard

Vritra City, Pannymph, L-4

Director: Pyrrha Deucalion

WAX

Poppet Supplies, Ltd.
Corner Loa and Nehinah Boulevards
Wiccan City, L-9
Owner: Onzo Eheres Extabor

(See also: CANDLES, MAGIC SHOPS)

WEAVERS

Distaff, Incorporated
"Fine cloth, in a variety of patterns and colors."
Arachne Mills, L-4

(See also: MATERIALS)

WINDMILLS

See under ENERGY (air) and ELEMENTALS
(air).

WINES AND LIQUEURS

Maenads Wine
"A wide selection of properly aged vintage
wines."
61 Silenus Avenue
Bengodi, L-3
Vintner: Hebon Acrapotes

WINGS

Pegasus Aerial Systems
"Permanent or removable attachments for
land or sea vehicles, draft animals, and per-
sons."
31 Mani Boulevard
Selene, L-4

X-RAY APPARATUS AND SUPPLIES

Courier Supplies, Inc.
"We supply Immortal-type eyes for corporeal
forms. Authorized couriers only."
120 Horn Boulevard
Styxvilla, L-1

(See also: OPTICAL ENGINEERS)

YARN

Benjees Mills
"Threads and yarn for weaving, embroidery,
mending. All colors and weights."
63 Kerrighed Road
Ephialtes City
Salmoneus Province, P-4

ZOOS

Mommur Park
"Providing a natural environment for a wide
variety of fascinating species."
Mommur Province, L-9

The preceding excerpt reprinted compliments of the Jotunnheim Trade Commission.
5730 AI.

APPENDIXES



APPENDIX A/PART ONE

The Infernal Alphabet

History: The Infernal Alphabet was originally adapted from Ymir and Djinn word-pictures, and used as a code throughout the War of Independence.

Both races of native Hadials use two written languages. The one is a standard alphabet which has a highly stylized printed form and an abbreviated cursive, and is made up of letters which form words.* The other is an artistic picture language composed of ideographs, which is used as a kind of shorthand, and which is added to whenever a new concept is introduced, or an old one comes into more frequent use. Infernals found some fifty-eight of these ideographs incised on rock faces and wood plants throughout the New World, and chose twenty-four at random, to be used in place of the letters of the Celestial Alphabet. The code alphabet (see chart) was a simplified variant of the ideographs and, to further complicate the messages, was written in reverse order (i.e.: from left to right).

*The Ymir alphabet contains 27 letters; the Djinn, 26.

After the Peace, Infernals retained the ideographs as the official alphabet of the Infernal Kingdom, although the Celestial Alphabet is still used for all interkingdom communications. The original characters are favored by scribes as an artistic—if flamboyant—alphabet which is used for books and permanent records; the Hadial ideographs also lend themselves more easily than the Celestial letters to a demotic script which is used for letters, deeds, and most public and private documents and communications.

Form and Usage: The name of the alphabet is taken from its first and last letters: Kha-Wod. Both the Infernal and Celestial Alphabets contain twenty-four characters, and are written, in the traditional manner, from right to left.* Despite the fact that the Infernal Alphabet has two completely different forms, the printed and the manuscript, there is no distinction between upper and lower-case letters. Sound markings are indicated on the vowels, and on three consonants (Ro, Peh/Beh, and Nu); the letter Wod is written differently at the end of a word than at the beginning or middle.

The “Kh” sound is pronounced as in the Scottish word “loch.” The letter “Ro” has two pronunciations; most frequent is the guttural, sounding similar to the French “r”; written without the bar, Ro is rolled on the tongue, as in the Spanish (perro). The fifth letter is both “P” and “B”: the “p” sound is used more frequently, and the “b” sound is indicated in writing by a vowel marking. The consonant “Nu” also has two pronunciations; written without the tail, usually at the end of a word, it should be rolled on the tongue, again, as in the Spanish (mañana).

There is no independent “T” sound in the language; it is pronounced “dt” at the beginning of a word, and, usually, “dth” at the end of a word. The Stellar language also lacks the soft “G” or “J” sound, although it has lately been, of necessity, introduced into common speech to cope with alien words and pronunciations (see: Chuyr, Letter no. 23). Most words which have been spelled with a “J” in the text are in fact pronounced as though spelled with a “Y.”

*As are numbers. For example, the date 5734 in a Stellar document would appear in this fashion: 4375. Read from right to left, it is still the same number.

The following chart gives the scribed (or text lettering) and the cursive (demotic) versions of the Infernal Alphabet, as well as the original code form; and includes the letters of the Celestial Alphabet for purposes of comparison. Given also are the original Hadial meanings of the ideographs which are now used as letters of the Infernal Alphabet and which, as you will note, have little to do with their use as an alphabet.

The reader will please note that the base line of all letters on the chart is the same, and may judge from that which letters, or portions of them, are written above or below the line.

No.	Name	Sound	Scribed	Hadial Meaning	Code	Cursive	Celestial
1.	Khā	Kh		Ymir. ("People of the Tree") Symbol of the peoples who guard the Yggdrasil. From the picture, it is possible to assume that they live below the trunk of the Tree the three "branches" at the top of the ideograph actually indicate the three roots of the Yggdrasil.			
2.	Rō	R, r		Phoenix. The Tree and Phoenix; the "signature" of the Hadial Bird. Note that in this ideograph, the three roots of the Yggdrasil are pictured at the bottom, showing the Phoenix rooting in the upper branches of the Tree.			
3.	Yū	Y		Unseen. This was the first symbol which made Infernal sentries realize that they were dealing with more of a picture-language than an alphabet. It closely resembles the native Hadial "how, though not, admittedly, in one of the animal's more characteristic poses.			
4.	Tzādt	Tz		"A Joining of Two Peoples." The small figure at left is the standard Ymir "signature"; the larger figure is a newer Ymir symbol, and pictures Hades' Luciferian sentries, the Kharov.			
5.	Pēh/ Bēh	P, b		"Land of Violent Contrasts." Earth, Air, Fire, Water, and a symbolic, free-floating, fifth element: the Ymir portrait of the present Level of Typhannos. This ideograph is still used by Infernals as a shorthand word for the Fourth Level of Hades.			
6.	Ödth	Ö, ö		Djinn Symbol, one of those found in Kal. It translates as "The Dancing Flames"; their name for the Furnace (Lower Pandoria), and it joyous accords to Fire. Note the key form of the ideograph, as opposed to the more solid Ymir characters. Djinn symbols are more pictures than words, and many of them are conspicuously with fire or in attributes and effects.			
7.	Hēv	H		"People of the Fire." Ymir ideograph which describes the Djinn. Note the conjuring pose. The image contains an adaptation of the Djinn symbol for fire.			
8.	Ädth	Ä, ä		"Dance." While this is a picture of Ymir in general, it most particularly belongs to the Elvin Folk, and this happy little pair of figures was found inscribed in many parts of Hadial Level Eight (Jounheim).			
9.	Vā	V		"Water." The horizontal bar is a relatively standard symbol for river, or flowing water; the rest of the figure evidently pictures an artisan well, or the location of one. Many of the Ymir symbols concern themselves with water or water sources.			
10.	Sānek	S		"The Universe." (Literal Translation: "Place or Being.") A logical combination of the symbols for House, Water, Tree, and Sky gives us the Ymir picture of the world in which they live.			
11.	Ēdth	Ē, ē		Portrait of a dangerous—but all too common—Hadial plant: the Mandrake. This is the root. Many Ymir symbols picture the underground view of different objects, lending strength to the theory that they dwell somewhere beneath the surface of Hades.			
12.	Kō	K		"House." A combination of the symbols for Tree and Well gives us this Ymir picture of a dwelling-place. Note that here, too, the three roots of Yggdrasil are shown at the top of the ideograph.			

No.	Name	Sound	Scribed	Hadial Meaning	Code	Cursive	Celestial
13.	Meēl	M		<i>Djinn picture, found in Kaf. This is not strictly an ideograph, but more a signpost, indicating the location of the "Thaak Tunnē". Doubt more in the Ymir style than the Djinn, it was probably written by the latter people as a signpost intended to be read by the former.</i>			
14.	Gīvēv	G		<i>"The Way of the Djinn." Tree and serpent—the time-honored symbol for hidden teachings or forbidden knowledge, and the original Ymir ideograph for Kaf, Hadial Level Nine. The current emblem for the Ninth Level was taken from this picture.</i>			
15.	Ūldth	Ū, ū		<i>"Flower." A fire-floating symmetrical design. Compare this Ymir portrait of the Diamond Star with the Djinn picture of a Fire Flower (beic w).</i>			
16.	Nū	N, n		<i>Djinn Symbol, found in Kaf. Called the "Fire Flower," it pictures one of the beautiful, ever-recent fire patterns often reflected in the sky of Kaf on cloudy nights.</i>			
17.	dTēv	dT		<i>"Dangerous Path." A graphic description of the crevasses, cliffs, gorges—and landslides—of the present Level of Acrasia.</i>			
18.	Fāē	F		<i>"Land of Plenty." Earth, Rain, and great wealth: the original Ymir ideograph for the fertile Level of Bimini.</i>			
19.	Zāydt	Z		<i>"Well." A Ymir symbol, but done in the Djinn manner, probably as a signpost, indicating the location of a Yggdrasil Well. It no doubt is a warning that the area is taboo to outsiders: because of the importance of the Wells to the Ymir peoples, this picture can almost be considered in the same light as a "religious" symbol.</i>			
20.	Lādēth	L		<i>Hades. ("Homeland in the River") The original Ymir ideograph for Hades, it refers to the fact that the land is completely enclosed by the Sroyr Giall. The word-picture also represents the dual nature of the land (i.e.: Levels and Pits). This ideograph is now used by Infernals as a picture-word for Hades, and is embroidered on the Ambassador's banner.</i>			
21.	Dāld	D		<i>"Rain." Another of the Ymir ideographs found in Bimini, usually inscribed in combination with the symbol for "Land of Plenty" (see: Fā'E).</i>			
22.	Īdth	Ī, i		<i>"Mysterious Cave." Description of the Alu Caves of Dysonia, the shimmering outlines of their walls, and the floating, semi-distinct mirages produced by reflection and other natural causes.</i>			
23.	Chūyr	Ch, j		<i>Nidhogg. It was several centuries before Infernals were to realize that this was a—startlingly accurate—portrait of the Great Nidhogg Serpent, who is now the Guardian of the Ninth Pit.</i>			
24.	Wōd	W		<i>Djinn Symbol, found in Upper Pandoria. Called the "River of Fire," this is a schematic of the Phlegethon River of the First Pit.</i>			

APPENDIX A/PART TWO

-The Stellar Languages-

There are three languages currently in common use in the Infernal Kingdom: the "Stellar Language," or Kharovi, and the two Hadial tongues; Ymir and Djinn. The latter, of which the Ymir is the best-known, are often used in communications with the native peoples of Hades, and much of the elegant phraseology of these two ancient languages has been adopted—if in translation—into the common tongue.

Kharovi is the national language of both Hades and Edom and, as it is spoken, it is very nearly the same in both kingdoms. The most obvious difference is the use of two separate alphabets, the Infernal (derived from Hadial ideographs) and the Celestial (the original written language of the Kharov). In addition, however, the Infernal variant of the Stellar tongue has become more of a hybrid language than that of Edom, incorporating, as it does, words, names, and even phrases from Ymir, Djinn, and Midgaard languages, wherever they strike the fancy.

The immigrant's "dictionary" included here lists only the Kharovi translations of selected words and phrases: these are the "proper" words to use in the given circumstances, if not necessarily the only ones. More complete definitions of some of the words in this Stellar vocabulary list will be found in Appendix B, along with some Ymir and Djinn translations of several of the same words.

101 WORDS FOR NEW IMMIGRANTS
(Courier Despatch Central Publication)

Greetings and Courtesies

Welcome	Ta'iv mebo	ṭa'iv mebo
Farewell	Atzav m'yatz	atzav m'yatz
Hello	Haye'e	haye'e
Goodbye	Dan'ho	dan'ho
Good Morning	Sahar-gai	sahar-gai
Good Evening	Salem-gai	salem-gai
How goes it?	Ey yana?	ey yana?
How are you?	Ey yana shkenon?	ey yana shkenon?
Please	Zorli	zorli
Thank You	Cha'iyavi	cha'iyavi
Pardon	Sta'er	sta'er

Peoples

"Angels"	Kharov	kharov
Infernals	Vanir	vanir
(Denizens:	Asura)	asura
Celestials	Aesir	aesir
(Denizens:	Lammassu)	lammassu
Hadials	Ymir / Djinn	ymir / djinn
Souls	Sikun	sikun
(Terrestrial:	Adamrov	adamrov
Immigrant	Khwan	khwan
Citizen	Eidolon	eidolon
Man	Anshar	anshar
Woman	Kishar	kishar
People, Race	Rov	rov

Attributes

Good	Gai	gai
Bad	Cythr	cythr
Wisdom	Hokhmah	hokhmah
Foolishness	Vidya	vidya
Truthful	Ma'akheru	ma'akheru
False	Bakar	bakar
Friend	Memun	memun
Darling	Yakir	yakir
Enemy	Sadripu	sadripu
Conflict	Ratastok	ratastok
Sweet	Moti	moti
Bitter	Marah	marah
Giant	Anak	anak
Tiny	Eye'een	eye'een

Places

The Existence	Adoil	adoil
The Immortal Universe	Netzach	netzach
The Creation	Bara / Bara'el	bara / bara'el
Mortal Worlds	Midgaard	midgaard
Homeland (Stellar)	Edom	edom
Homeland (Ymir)	Hades	hades
Internal Kingdom	Mapachel	mapachel
Celestial Kingdom	Meyadel	meyadel
Cimmeria	Ki Ma'areh	ki ma'areh

Words of the Land

Level	Yomi	roff
Pit	Te Kore	repat sh
Land	Gaea	roff
Sky	Enlil	maney
Sea	Yam	roff
Star	Shamash	fhaght
River	Eridan	repaty
Fire(s)	Mahu	ch
Desert	Arallu	maney
Mountain	Oread	roff
Valley	Napeae	roff
Field	Agadth	huf

Time

Time	Oulomos	Agomas
Minute	Staun	reahh
Hour	Mo'eed	roff
Day	Aor	roff
Night	Shakhaor	reahh
Week	Sib'ani	reahh
Month	Khad	reahh
Season	Nannar	reahh
Year	Palya	reahh

Health

Health	Shkenon	reahh
Physician	Umima	roff
Healer	Inuat	huf
Empath	Naguel	roff
Sickness	Bauso	reahh
Headache	Ashakku	reahh
Fever	Lamast	roff
Injury	Meca'iv	roff
Nightmare	Aluqua	roff
Talisman	Abraxas	reahh
Charm	Seere	roff
Cure	Paean	reahh

Offices and Titles

Emperor	Djaus	huf
Prince	Sargon	reahh
Cabinet	Sheytan	reahh
Parliament	Abba Amona	roff
Ministry	Hajaschar	reahh
Department	Druj	roff
Public Official	Ako Mana	roff
Court (of Law)	Sedaer	roff
Judge	Skam	reahh
Immigrant Center	Camaysar	reahh
Advisor	Korrigam	reahh
Post Office	Diakka	roff
Messenger	Dacmon / Malach	roff
The Military	Alal	roff
Soldier (Police)	Galearii	roff
Officer (Police)	Seraph	roff

Money (common units)

Pence	Zuza	roff
5 pence	Gerah	roff
Crown	Shekel	roff
60 Crowns	Mina	roff
120 Crowns	Talent	roff

—And now that you have 101 (quintar / ad'nu) new words,
here are eleven numbers, to help you count them:

0	Zero	Sifr	roff	-
1	One	Ad'nu	roff	1
2	Two	Tavla	roff	2
3	Three	Pitra	roff	3
4	Four	Eegye	roff	4
5	Five	De'en	roff	5
6	Six	Nemos	roff	6
7	Seven	Sibai	roff	7
8	Eight	Bridt	roff	8
9	Nine	Motze	roff	9
10	Ten	Dadth	roff	10

APPENDIX B

The Stellar Names—and a Glossary of Terms

This appendix, as it appears in the original (Infernal) edition of the *Stellar Almanac*, consists of a detailed explanation of the names of persons, places, and things mentioned in the text, as well as definitions of additional words and terms which are important to the newcomer to Hades. For the convenience of the (Terran) reader—who, admittedly, does not require as intensive an introduction to the Stellar language as does a new immigrant—this appendix in the Terrestrial edition is presented only as a glossary of those terms which were not fully explained in the text, and which may possibly be unfamiliar to you. The pages in the *Almanac* which are normally filled with descriptions of the Stellar names have been replaced instead with an Immigrant's Guide (Appendix C), which is usually published as a separate pamphlet.

Insofar as the Stellar names are concerned, it is important only to note that an individual's name is much more significant in the Stellar Kingdoms than in Midgaard, its meaning often determining character or identity, and sometimes controlling the personality. An Immortal is given only one name—his identity—at the time he is created; many Immortals continue throughout their existence with that single name, or with another which they have chosen as a replacement. (If a second, "family," name could be said to be used at all, it would be *Kharovi* for all natives of the Stellar Kingdoms: see also; AESIR/VANIR). Those denizens of Hades or Edom who have multiple names have acquired them as a result of positions they have held (where the name was or still is a title or a description of their duties); from significant associations they have had (such as a "marriage name"; see Appendix C); or because of memorable experiences in their personal or professional lives: and not a few of those who have more than one name are either couriers

or former couriers who adopted the titles or designations given them by mortal contacts as part of their own identities. In the case of multiple nomenclature, it is usually the first name which is the original one, and therefore persons mentioned in a directory of one kind or another will usually be listed by first name.

The reader should also note that not all words or names common in Hades are Stellar in origin. Although many immigrants do adopt a Stellar name, either on arrival or when they alter their status from citizen to denizen, just as many retain their original names, and a not inconsiderable number of these have been citizens of Hades long enough that their "foreign" names have become part of the language. Further, there are names of streets, cities, and even whole provinces in Hades which are Midgaardian in origin, named by immigrants who now live there, or who originally settled them; Midgaardians have also used variants of Stellar words in naming themselves or their surroundings.

Duplication of names, titles, or terms also exists, due primarily to the fact that couriers performing the same task on different worlds or in different countries on the same world would translate important concepts into the language of their assigned region. In such cases, the variant used in the Almanac was chosen specifically for its greater familiarity to the English-speaking reader. Wherever a name is not "western" in origin, it is because no duplication exists; on Terrestria, at least.

If there were names with which you were familiar—learned, perhaps, from couriers with whom you had some personal contact, or mentioned in family or social traditions—and which were not mentioned anywhere in the text of this book, that is not to say that they are non-existent, or even that they are unworthy of mention. The Stellar Almanac is only a summary, and since it is not possible to list all such information in this type of book, only a small sampling of Infernal names (and, admittedly, an even smaller sampling of Celestial names) could be included in these pages. Therefore, as the original edition of the Stellar Almanac offers its apologies to those Infernal nationals who have been "left out" of the overview, so the editors of this Terrestrial Edition now offer their apologies to you, the reader, for omitting mention of any Stellar denizens who may be of particular importance to you, or with whom you may have been personally acquainted.

A.A.I.: "Ante Annum Imperiatum." The signature for all dates prior to the first year of settlement in the Infernal Kingdom. It is rendered in Latin in the text of the Almanac; in the Stellar language it would read: *Lifne Vahga'i* (Before the Kingdom). It is sometimes rendered; *Lifne Vahga'i Satan*.

Abadir: The Principia of the Infernal Parliament: the "upper house" of the legislative body of Hades. It translates as "Court of Princes"; or "Court of Nobles."

Abba Amona: The Infernal Parliament: both houses of the legislative body of Hades. It translates (loosely) as "Courts of Meeting."

Abhamsi: The Civicia of Parliament: the "lower house" of the legislative body of Hades. It was originally named the Aba'eidol: Court of Citizens. Its present name translates as "Court of Commons."

Absu: The Stellar word for a fountain or well; generally applied to any natural source of drinkable water. It is also used (in Hades) as the prefix for the names of Limbus University Cities, making them "fountains of knowledge."

Adam Kadmon: The name given in the text as a general description of the first former mortals to arrive in Hades. This phrase specifically refers to arrivals from Terrestria only; the actual term would be *Khwan Kadmon*. Kadmon means "prototype" or "example"; and since the Khwan Kadmon were the first souls with whom Infernal settlers had any real contact, they did become a prototype of Midgaardians in general. Because the majority of these first arrivals became Bondservants (see: KHWAN MAMITU), the word Kadmon now connotes "primitive," or "child-like"; needing protection, teaching, and care.

Adamrov: Specifically a word for an immigrant from Terrestria; it refers to no other mortal race. The name is, at least in part, self-applied; it was given as a result of Terran Midgaardians referring to themselves as "sons of Adam." The literal translation of Adamrov is "people of Adam."

Aesir: A general name adopted by Celestials at about the time of the War of Insurrection (see also: VANIR): until this time, all Immortals referred to themselves as *Kharovi*. The word may be translated as "Celestials"; it actually connotes "Loyal Legions" (i.e.: the Stellar Kharov who remained loyal to the Celestial Crown during the First War). It has since come to be the Celestial designation for Angels of the blood royale.

Afhema'een: "The Destroyers"; the general designation for convict souls confined in Nastrond (Hadial Pit Seven). Like all names for Pit convicts, the word is derived from the names of stock characters in Infernal fiction; in this case, two of them, AF, and HEMA. The first appearance of AF in fiction was as a central character in the novel *The War That Had to End*; in which the character was an insane ruler who played his subjects like chess pieces, engaging in wars with neighboring monarchies for no other purpose than the "game" of war itself. HEMAH was the fictional name of a civilization which so carelessly depleted its own resources that it eventually died of starvation. The "een" ending on this word means "like," or "as," making the word mean "like Af and Hemah."

A.I.: "Annum Imperiatum." The signature for all dates after the first year of settlement in the Infernal Kingdom. It is rendered in Latin in the text of the Almanac; in the Stellar language it would read Palya Vahga'i (The Year of the Kingdom), or, more correctly, Palya Vahga'i Satan.

Alchemy: The science of the transmutation of objects, both inanimate and organic, of atmospheric elements, etc., sometimes referred to as the logistics of attack on natural law. It is a major field of study in the Infernal Kingdom. The Stellar word for Alchemy is ALUDEL.

Alsirat: The Golden Bridge, entrance to the Pits from Asgaard, Hadial Level One. The Bridge was named for the Celestial Court of Judgement which was established long before the War of Independence and which first made the decision to send nonconforming mortal souls to Hades. The name of this prewar court translates as "The Way of Being"; in Hades it is called, simply, "The Path."

Aluqua: Given in the immigrant's "dictionary" (Appendix A) as the word for nightmare; more correctly, it is a general term for any form of mental imbalance which is caused by fears, real or imagined. It is, therefore, "nightmare" in the medical sense. The word for a nightmare which does not cause or result from mental ill-health is TAUVA'U (see Tour Guide: Pit Six).

Amrita: The Stellar word for all foodstuffs which are classed as Ambrosia or Nectar. The two latter terms are Midgaardian in origin, but are also in more or less common use in Hades; Ambrosia as a general name for solid foods, and Nectar for the liquid delicacy.

Archons: A name employed by both Hades and Edom to designate the Stellar Monitors. Their function is not only to provide subtle guidance to the intelligences of their assigned Midgaard world, but also to provide protection; if some natural disaster should threaten a world, and its Caretakers are either unaware of it or unable to prevent it, the Archons are authorized to take action as necessary to ensure the continued existence of the world and the life which is on it. The word Archon loosely translates as "substitute" (i.e.: for the Immortal Protector assigned to that world).

Arhistratig: (not given in the text) One of the titles of Michael, Prime Minister

of Celestria: it is roughly equivalent to the Lucifrian title DJAUS (see below). The principal difference between the two titles is that where *Djaus* describes an independent ruler who is himself the embodiment of command, *Arhistratig* implies the deputy of such a ruler, who is empowered to act as that ruler would act, but who is ultimately responsible to an authority greater than his own. The title describes a leader who is greater than a Prime Minister but a step below an absolute ruler, and translates roughly as "Chief of Hosts." See also: SANEGOR.

Artisan Contracts: A special contract made between Infernal couriers and Midgaardians; it is distinguished from the Soul-for-Service Contract (see below) in that its benefits generally do not take effect until *after* the immigrant arrives in Hades. It is similar in nature to that type of contract which is made between a Terrestrial artist and a Terrestrial artist's agency, and its terms are generous; their purpose is to encourage the immigration of creative individuals to Hades.

The term "Artist" in the Stellar Kingdoms includes what Midgaard terms both artists and scientists. ART, in Hades, is defined as the Creative Impulse; the translation of imagination into fact: ARTIST as one who directs and refines this ability. SCIENCE, on the other hand, is defined as the investigation and uncovering of what already exists; the discovery of immutable truths: SCIENTIST as one who uncovers and defines it. The inventor, or originator, of an instrument or device which happens to operate on scientific principles is still called an *artist*; just as there are those fields in the Fine Arts which are classified as sciences. (For example: The College of Art Science at Absu Odhrevir teaches such subjects as mixing and making paints; learning about stone and clay and how to identify useful media for art purposes; art anatomy; making tools; etc.)

The creative principle, the ability to create what is from what was not, is the most highly respected trait in both Stellar Kingdoms.

Asura: The general term for an Infernal denizen, now used to describe denizen commoners. It was taken from the word LAMASSU (Lam/asura), which describes Celestial denizens. Where Lamassu translates as "denizen," Asura implies "Lucifrian."

Atar: (not in text) The Djinn word for Fire; the fire of the sky as well as that of the earth. It is used in Hades as the description of those fires which have arcane value, as opposed to the Stellar word for fire (Mahu), which is now used to describe only mundane heat/energy sources. See also: ATESH-GAH, below.

Atesh-Gah: (not in text) The Djinn name for The Furnace (Lower Pandoria); it is also the (official) Infernal name for that region. The term translates as "Place of the Dancing Flames."

Audhumla: (not in text) The Ymir word for their world of existence and of origin; it translates as "place of being" (see: SANEK, the tenth letter of the Hadial alphabet, for the Ymir ideograph).

Aura: "Shield"; the natural emanation which surrounds a physical body and is an accurate means of identification; no two bodies have the same aura, and most are not even similar. Also: AURA CODE: a series of sounds and colors which establishes a link with the aura it matches (see Appendix C). The Aura Codes were first used during that period in Stellar History which is somewhat ironically referred to as the "Secret Names Mania." Many couriers had given their identity names or a "true code" to mortal contacts as a recognition code prior to the War of Independence (see: COURIER HISTORY, Text), but later found, to their dismay, that the True Name was being used to summon them to Midgaard, often against their wills, at the whim of unscrupulous or even merely curious individuals who were most often complete strangers. The development of the Aura Code, and the link-breaking which resulted, made life a bit easier for these couriers, since it meant that their names could no longer be used as a Call. Now, of course, the widespread use of relay communications systems has eliminated the problem entirely; it is no longer possible to summon anyone to Midgaard unless he wishes to come.

Bakar: The Stellar word for "fake," or "false"; specifically a created image intended to deceive. It is the root word for the name BAKRU: the "ghosts" created by the guardians of Hadial Pit Six to "haunt" convict souls confined there.

Bara Gemini: The Creation Week; the "Six Days and Sabbath" during which a Midgaard world is molded into a viable, independent form. The word *Bara* means *Creation*; it is the general name for the mortal universe (*Bara* or *Bara'el*). *Bara Gemini* specifically refers to Terrestria's Creation Week; the general term for "Creation Week" in the Stellar tongue would be *Bara T'omim Sib'ani*. (See: KHAD, below. See also: Appendix C: HOLIDAYS AND CELEBRATIONS).

Biztha'een: "Destroyers of the House"; the general designation for convict souls confined in Sieking T'ai (Hadial Pit Five). BIZTHA is a stock character in Infernal fiction; his first appearance was in a short story entitled "Mine!", in which the character progressed from first a possessive son to a possessive husband whose manic jealousy caused the breakup of both his natal family and his marriage family. In the original story the characterization was somewhat overdone, but a later version (by the same author) was more realistically drawn, and resulted in a much more believable, almost terrifying, personality portrait. The word *Biztha'een* translates as "like Biztha."

Bor: Hadial winter; the Fallow Season (see Appendix C). The names of the (five) seasons in Hades also have sexual meanings; the word *Bor* translates (literally) as "sterile." *Bor* is also the root word for the word *BOREA*, used to describe the "winter" winds; a *Borea* is any freezing wind of high velocity, especially if it carries rain or snow.

Cadmus Corps: Hades' famed "Dragon's Teeth Corps"; The Citizen Warriors. The nickname fostered the (Terran) legend of the sown dragon's teeth which caused an army to literally spring up out of the ground. This was the Infernal militia of the War of Independence; ill-organized but determined units of civilian soldiers who provided the first line of defense until the formal organization of the Infernal Military. Later placed under the command of Abred Esmun Cadmus, they became a powerful guerrilla army which accounted for many scattered but important victories during the Last War. The Militia now consists of civilian nationals trained to serve as emergency disaster units; as in a war-time situation, their primary effectiveness derives from the fact that they are not stationed at a military base but permanently located in the areas they are assigned to protect. The Militia is named for its commanding officer.

Cahoreen: "Deceivers"; the general designation for convict souls confined in Jigoku (Hadial Pit Eight). The name derives from a stock character in Infernal fiction: CAHOR is the personification of calculated treachery. His first appearance in literature was in the novel *No Place to Run; No Place to Hide*; a semi-fictional portrayal of a Midgaardian dictatorship. CAHOR was a government spy with a "quota," who filled it by persuading his victims to enlist in subversive organizations and then turning them in as traitors to the state. The word *Cahoreen* translates as "like Cahor."

Company Store Practice: Given in the text as an example of the description "dictator in business"; see: *Naraka*, Pit Seven. This is a term from Terrestrial history. Certain of the mine owners in the United States paid their workers in credit slips which were redeemable only at the general store owned by the company. The prices were kept high, so that the workers were always in debt, and since they never received money for wages, they could not buy anywhere else. Generations of miners were kept in literal bondage by this practice. Enforcement of the "company store practice," or others like it, is punishable by confinement in *Naraka* for a period of time equal to that of the total of life spans of all workers enslaved by the individual responsible for their bondage: Ekimmu'een (see below) of this category are also liable for secondary crimes, such as the resultant sickness, disability, or death of these workers or their dependents.

Conan Corps: The combined service of the Infernal Kingdom Armed Forces: a

hand-picked elite striking force made up of the cream of the Legions. A prospective member must have earned officer rank *in the field* as a member of the regular military in order to be considered for recruit rank in the Conan Corps. The Corps was formed as Hades' last line of defense during the War of Independence; they were pledged never to retreat, no matter what the odds. Now stationed at Ragnarok Military Base, Corps members are assigned as guardians in high risk regions in both the Upper and Lower Kingdoms of Hades to deal with disaster situations beyond the scope of the militia or the regular military. The special force is named for its commander and originator, the Ser Balan Zavael-Tyr Conan.

Cythrawl: "Force of Evil"; the general description of crimes committed by convict souls (all pits), or, more accurately, the force which either makes them commit that crime or which they use to commit it. Cythrawl is a compound word derived from two others: Cythr, meaning bad, or evil; and Alal, force, or power.

Direction: The directional guides given in the text (north, south, east, and west) are relative only, since even land areas in the immortal universe are described in terms of three dimensions. Directional information is given in terms of horizontal distance or vertical distance, or a combination of the two. For example; the (horizontal) direction from "southern" Asgaard to "northern" Asgaard is described as "outbound"; from north to south, it would be "inbound." Vertical direction, as between a lower Level and a higher Level, or between the Levels and the Pits, is usually given as "starbound" (up) and "darkbound" (down). An individual wishing to go from "southern" Limbus to "northern" Asgaard would be directed to travel "out, starbound."

Djaus: The official title of Lucifer, Emperor of Hades; also the name by which He was known during His longest visit to the Midgaard world of Terrestria. Although it is given in the text as "emperor," the word does not admit of so precise a translation. The title DJAUS describes an absolute ruler whose authority stems from the willing obedience of his subjects, and who is the conscious embodiment of the central authority and administrative intelligence which holds the state together. The title could be translated with equal accuracy as "supreme ruler"; "source of justice"; or "final arbiter of disputes." See also: SATAN.

Eidolon: The Stellar word for "citizen," a term given in the text as describing a former mortal who is currently a national of either Hades or Edom. The principal difference between a *citizen* and a *denizen* is not based so much on universe of origin as it is on physical form. A citizen is any national of Hades or Edom who retains his Midgaardian appearance and associations; roughly one-third of the

denizen population of Hades are former citizens who have metamorphosized themselves (physically and emotionally) into Kharovi. About half of these "new people" have adopted the word Eidolon as part of their identity name after their transformation; the word Eidolon as part of an individual's name signifies that that individual was at one time a former mortal.

Ekimmu'een: "Vampire"; the general designation for convict souls confined in Naraka (Hadial Pit Seven). The name derives from Infernal Literature; EKIMMU was a (fictional) Stellar Archon who set himself up as a petty god on a Midgaard world, demanding services which drained the resources of the area he ruled, and torturing the population whenever they failed to remember him with offerings. The word Ekimmu'een translates as "like Ekimmu."

El: A title which is reserved to Jeho-vah, Supreme Monarch of the Existence. It embodies many meanings, not the least of which is Creator: all those qualities, in fact, which are attributable to Him and of which He is the Source. For purposes of clarity, we translate this title into English as "God"; since that word covers much the same diverse meanings as does the Stellar title EL.

(Reader's note: Any names or titles which end with "-el" usually refer back to Jeho-vah, and indicate that those so named have accepted the attributes assigned them by the Creator. For example, you will note that the True Names of Edom (MEYADEL) and Hades (MAPACHEL), as well as the Creation (BARA'EL), all bear the designation which marks them as belonging to the Creator, as fulfilling His purpose; whereas Cimmeria (KI MA'AREH) does not; it is "khoasaer-el," lacking the Presence, without Sanction.

Empath: A member of the Medical Profession who cures by "walking through the mind" of his patient, drawing out the fears, the causes of (emotional) illness, and replacing them with healthy emotions and responses. The Stellar word for an Empath is NAGUEL. See also: HEALER, PHYSICIAN.

Essence: For lack of a better word, the term "essence" has been used in the text to describe the immortal part of a life-force, be it conscious—like the Khwan of a mortal—or an accumulation of matter—like the a-jiva of Cimmeria. See also: KHWAN, SIKUN.

Eye'een: The Stellar word for little, tiny. The suffix "een" added to a word makes it a diminutive; words in the text ending in "een" are invariably descriptive names,

or nicknames. The suffix usually is translated; "like," or "as"; for example, MA-ZIKEEN, the nickname for Dyonesian artists, means "like a Mazik (wonder-worker)." It can also mean "little." For example, TZIEL, the Stellar word for Artisan, pronounced Tzieleen means "little master," and is the Stellar word for an apprentice.

Familiar: The name by which the MEMUNEI (Couriers of the Second Rank) are usually known in Terrestria. They act sometimes as advisors for their mortal contacts, and sometimes as go-betweens for their superior officers. They do metamorphosize, occasionally, as small animals, for security purposes which should be obvious. The Stellar name Memunei comes from the word *Memun*; special friend, faithful companion, confidant.

Febriseen: "Devils"; the general description for convict souls confined in Tartarus (Hadiat Pit Four). The term first appeared in the novel *Dark Passion*, which centered around a group of people who were unwitting adepts, and whose lack of conscious control resulted in a series of minor calamities for their village. Unaware that the "evil spirit" was their own psychic power, they worshipped it as FEBRIS, a capricious demon who had to be placated by involved ritual to be prevented—not always successfully—from doing harm. Eventually the villagers' belief in this non-existent being resulted in its becoming real, and it became an independent entity which controlled the village as a malignant deity until the secret of its power was finally discovered, and it was destroyed in the same way it had been created. The word Febriseen translates as "like Febris."

Gaea: The Stellar word for land, earth, or soil; specifically, fertile soil, capable of supporting or even of generating life (an exact antonym is ARALLU; See text: Pit Five). It is also the (official) name for Terrestrial Plaza (Dyonesia City, Level Three). Each people of Hades have their own name for the Plaza, depending on their world of origin; Terrestrial Plaza is the name given to Gaea Center by citizens from Terrestria. The Plaza is one of the most fascinating places in Hades to visit, since buildings here (as elsewhere in parts of Dyonesia) are built from designs originating on many different worlds, and often present a startling contrast to each other in the manner of their construction.

Gyan-ben-Gian: (not in text) The name (or title?) of the ruler of the Djinn. The Djinn, as in both Stellar Kingdoms, have an order of hierarchies in their system of government: unlike the Ymir, whose system of operation seems to be a purposeful anarchy centered around the authority of the Yggdrasil.

Harahel: In the Stellar language, a word which may be (loosely) translated as "librarian"; it is given as a title, however, only to the chief librarian/director of

an institution such as the Infernal Archives. The word Harahel is part of the identity name of Al Bagdassarian, the prolific historical writer and indefatigable researcher who is the guiding spirit behind the operation of the Infernal Archives.

Healer: A member of the Medical Profession who cures by taking the form—and with it the ailment—of his patient, healing the disorder within his own (temporary) body. Some Healers are limited to members of their own race, but the most advanced are capable of repairing bodies of any race of people. The Stellar word for a Healer is INUAT.

Homo Superior: Given in the text as an example of one type of individual persecuted by a specific category of Ekimmu'een; see: Naraka, Pit Seven. The phrase is Terrestrial in origin: a term used by Science Fiction writers to describe a human mind so far above the rest that its possessor cannot be merely termed Homo Sapiens.

Image Reproduction: The Stellar equivalent of photography; an arcane copying process which can produce exact reproductions of any object in up to four dimensions. It is used primarily for copying books or works of art. The process can be used to manufacture either permanent or temporary reproductions. A similar art, in which original images are created whole, not copied, is called "image-making"; because these illusionary objects are only temporary (i.e.: they exist only as long as their originator concentrates on maintaining them), image-making is most often used as a theatrical effect.

Karma: The Sedaer Karma, the Judgement Branch of the Infernal Kingdom Supreme Court, Hades' highest court of appeals for mortal souls. The Karma is concerned only with those inhabitants of the Infernal Kingdom who are *not* citizens; a former mortal who qualifies as either citizen or denizen would make his appeals to the same court as any other Infernal national; the Sedaer Ma'at. All chief justices, past and present, of the Sedaer Karma are former mortals.

Khad: A Stellar word meaning "division"; also used as the Stellar word for month. All months of the Stellar year have a multitude of names (in translation), which are used to indicate their correspondence to dates on Midgaard worlds for the convenience of Infernal couriers. See: Appendix C, for listings of the names and explanation of the correspondences of the months of the year.

Kharov, Kharovi: The general name for that race of people which originated in Edom; translated in the text as "angels." Kharov is a self-applied name meaning "first people"; the designation Kharovi refers to all denizens of the Immortal universe with the exception of the Ymir and the Djinn.

(Reader's note: Letters of the alphabet are often used for the ordinal numbers; the first ten letters to count from *first* to *tenth*.)

Khras: The first season of the Hadial year: the Plowing Season. (See Appendix C.) The names of the (five) seasons in Hades also have sexual meanings; the word *Khras* translates (roughly) as "to impregnate."

Khwan: The Stellar word for "immigrant"; this word is closest to the Terran concept of a soul. The *Khwan* is the essence (see above) of a mortal; it is this part of his being which transfers to the Immortal Universe when he "dies." See also: SIKUN.

Khwan Mamitu: The term translated in the text as "bondservant"; a closer translation would be "bound souls." MAMITU literally means *fated*, in the sense that the future of such an individual is decided only partly by himself, but primarily by outside influences over which he has no control. The term also implies a temporary condition which can be altered by conscious choice.

K'tzir: Hadial "autumn"; the Harvest Season (see Appendix C). The names of the (five) seasons in Hades also have sexual meanings; *K'tzir* also translates as "to give birth."

Lamassu: The general word for a denizen of the Immortal Universe; originally applied to all Kharovi, it now specifically refers to Celestials. See also: ASURA.

Legba'een: "Corruptors"; the general description for those convict souls confined in Gehenna (Hadial Pit Three). In Stellar fiction, LEGBA is the name given to the "joker"; specifically a practical joker with a malicious sense of humor, who perverts all the rules and hence allows evil to manifest itself in the form of sickness, disasters, and tempting but corrupt standards of behavior. His ineptitudes, malice, and carelessness pose a constant threat to society. LEGBA is rarely portrayed as being evil himself, or as invoking corruption for its own sake; nonetheless, his idea of enjoyment or a worthwhile goal is always detrimental to those around him. The word *Legba'een* translates as "like Legba."

LINV: "Lucifer Invictus." A shorthand notation appended to certain types of communications or decrees, usually indicating that they have been given priority clearance. Also: *Lucifer Invictus Est* ("Lucifer is Invincible"), as inscribed on the (Terran) English version of the Imperial Seal. Rendered in Latin in the text, in the Stellar language it reads: *Le Tza'or Ha Atid veKayom* (Lit: "To the Lord of Light, Who is the Future and all its Days."). See also: LUCIFER.

Lucifer: The Latin derivation of the Name of the Infernal Emperor. His name was originally *Le'isaferel* ("God will Reveal"), from the Stellar verb *lehisaper*

("to enlighten"): the *el* ending was dropped after the Banishment, making His name *LOESAFOR* ("He enlightens")—this is the accurate pronunciation of the Name. During both Stellar Wars, His loyal legions pledged to Him *Lotzavor* (Lit: "To Him the hosts (legions) of Light"), or, *Leader of the Legions of Light*: a popular toast in Hades today is "*Le Sar Or*" ("to the Lord of Light")—both phrases a play on His name.

The Emperor has several other identity names by which He is known in various parts of Midgaard, notably *HELEL* ("The Prideful"), the name given Him by the Celestials during the Insurrection War. His name in Latin ("Lucifer") means *The Light-Bearer*.

Ma'at: The Sedaer Ma'at, the Justice Branch of the Infernal Kingdom Supreme Court, Hades' highest court of appeals for Infernal Nationals. Ma'at does not admit of a one-word translation; it is descriptive of a powerful force, available to all, which maintains the correct order in place of chaos. The Chief Justices of the Sedaer Ma'at are usually denizens (but recall that a denizen may also be a former mortal as well as a native Kharovi); occasionally one Justice of the chosen three will be a citizen.

Mapachel: The proper name of the Infernal Kingdom. Originally called MAPACH—the forge—(or Hamapach: Place of Forging): since the establishment of the Great Peace between Hades and Edom the official title has been Mapachel: The Forge of God. (see also: EL.)

Meyadel: The proper name of the Celestial Kingdom. The term describes the fact that Edom was created whole, complete: Meyadel translates as "from the hand of God." (see also: EL.)

MiN'yil: "The Advisor." A Stellar word, but an Infernal title; one not used in Edom. MiN'yil is the title held only by Ser Cassiel Macaton Samedi, who holds down the demanding position of Chief Advisor to the Infernal Crown.

Na'at: The second season of the Hadial Year: the Planting Season. (see Appendix C.) The names of the (five) Hadial seasons also have sexual meanings: Na'at means "to conceive."

N'T: The abbreviation for Nephili (armsman); fourth rank in the I.K. Legions. Abbreviations of common words or well-known titles are usually made by taking the first and last letter of the word and indicating the omitted letters with a double apostrophe; some titles are also abbreviated by use of only the first three letters (as Seraph, usually abbreviated to Ser). Common words which are not titles are occasionally shortened by using the first two letters and placing the double apostrophe after them, but this practice is not grammatically correct.

Paeon: Given in the immigrant's "dictionary" as the word for cure, Paeon is, more accurately, the "universal medicine"; an all-healer.

Palya: Given in the immigrant's "dictionary" as the Stellar word for "year"; while it is used only in that sense in Hades, in Edom Palya is used interchangeably with the Stellar word for cycle (12 Millennia).

Physician: A member of the Medical Profession who is usually not an adept, and who uses medicines, applications, and other physical means to effect a cure. The Stellar word is UMIMA.

Political Domain: The official term for a region in Hades which is an established part of the Infernal Kingdom; the term is similar in usage to the (Terran) phrase "a state of the union." A political domain is distinguished in status from a "Territory"; a sector within the jurisdiction of the Infernal Kingdom which is not yet defined/named/settled/co-ordinated.

Projection: In the Psychic Olympics, the creation of a subject or object which can perform in your stead. (a) *Talisminic Projection* is the art of projecting your will into an inanimate object. (b) *Animus Projection* involves creating an animate being and giving it your power to act as your substitute. (c) *Opposition* is the creation of a projection to counter another (contestant's) talisman or animus.

Reality Perception: In the Psychic Olympics, the ability to distinguish between a real object (or event) and an illusion.

Research Validation: In the Olympic Competition, a test of credibility, wherein an individual scientist will be challenged to prove the validity of his research findings, to allay all doubts and answer all questions on his subject. The contestant's knowledge must be absolute, and his entry must admit of no flaws.

Sanegor: The name given to Michael, Prime Minister of Edom, in his role as the Commander-in-Chief of the Celestial forces and spokesman for the Celestial Crown during the two Stellar Wars. The word translates (literally) as *Advocate*: Sanegor is also a courtroom term usually accorded to the counsel for the defense. See SATAN.

Satan: The name given to Lucifer, Emperor of Hades, in His role as the Commander-in-Chief of the Infernal forces and spokesman for the Lucifrians during the two Stellar Wars. It is still His official title and has become part of His identity name. The word translates (literally) as *Antagonist*: Satan is also a courtroom term usually accorded to the prosecuting attorney. See SANEGOR.

Sedaer: The Stellar word for a court of law; it translates (loosely) as "to regulate"; or "arrangement, proper order."

Sib'ani: Given in the immigrant's "dictionary" as the word for "week"; it is

also used to mean any collection of seven progressive related units. The literal translation is "seventh," or "a seven."

Sikun: The Essence; the Immortal Substance. Sikun refers to all life; it includes both the conscious-intelligence, given at birth, which is an integral part of the personality, and the "half-life" found in the a-jiva and Aroe. See also: ESSENCE, KHWAN.

Sinuhé: "I choose"; or, more specifically, "I choose to be"; denoting a basic moral or ethical choice. This is the Infernal name for the Voluntary Immigrants (as described in Article IV, section 2C of the 487 Immigrant Dispersal Act). The Sinuhé are counted among Hades' most valuable—and favored—citizens, since they come to the Kingdom of their own choice, without any promise of specific benefits, such as those tendered to Contract Artisans, or any expectation of reward, and often, depending on the culture from which they come, expecting a good deal less than reward to result from their unswervable loyalty to the Infernal Monarch. One of the most extravagantly celebrated national holidays in Hades is that which commemorates the Sinuhé who provided both moral and material support to Infernal denizens during the War of Independence.

Soul for Service Contracts: A contract made between Infernal couriers and Midgaardians which offers pre-immigration benefits in return for post-immigration payment. This type of contract is the one most familiar to Midgaardians; it is often thought of as the only kind offered by Hades (see also: ARTISAN CONTRACTS).

The Service Contracts are drawn up according to a fixed scale of values, wherein the mortal who signs it agrees to serve a given number of years at whatever type of labor is short-handed when he arrives, in return for a given amount of material goods or a given type of personal service. It is perhaps best compared to the (Terran) practice of "buying on credit." The purpose of the Service Contracts is to get workers to form a guaranteed nucleus for a labor force which, in Hades, is always short-handed. As far as the Infernal Kingdom is concerned, once the contractee has repaid the loan, he is eligible for either Infernal citizenship or transfer to Edom, on the same basis as a Bondservant would be. All terms and agreements involved in the contract must be specified *in writing*; the use of legal terminology is not permitted in the contract; both parties to the agreement must be fully cognizant of all its terms and implications. The only problem any mortal contractee has ever had as a result of signing a Soul-for-Services Contract is that which results from his own (illegal) attempt to refuse payment. (see also: Immigrant Dispersal Act and History of the Courier Service, Text). Service Contracts not made as frequently at present as once they were.

Taaut: (not in text) The Stellar word for a Scribe; specifically a scribe who is "an artist in lettering."

Telere: As used in the text, this is a general description for any "machine"—

instrument or device—which operates on arcane or psychic power. This is a loose translation of the Stellar word *diber*, a specific verb describing the power of the spoken word. In common speech it connotes: “that which is spoken is done (or accomplished).” The word is part of the trademark name of the Hermes Telere Corporation.

Tzamakh: Hadial “summer”: the Growing Season. The names of the (five) seasons in Hades also have sexual meanings; Tzamakh is also the word for gestation, or pregnancy.

Uhm Ankh: The Stellar phrase for the Return, or reincarnation. It translates loosely as “repeating life.”

Vah: In the Stellar language the title for a monarch. By itself, it translates as “the king”; attached to the end of a name, it translates “is king.” (Example: Jeho-vah; Jeho is King/Lucio-vah; Lucifer is King.)

Vanir: A general name adopted by Lucifrians at about the time of the War of Insurrection (see also: AESIR): until this time, all Immortals referred to themselves as *Kharovi*. The word may be translated as “Lucifrians”; it actually means “opposers” (making it a synonym for Satan: see above). It has since come to be the Infernal designation for Angels of the blood royale.

Ymir: The actual “first people” of the Immortal Universe; no surviving race of beings, including the Djinn, predates the existence of these native intelligences of Hades. The word Ymir is used in the Stellar language to mean “the oldest”; the Ymir call themselves “People of the Tree” (the Yggdrassil).

There are several groups of Ymir-related peoples also dwelling in Hades who have come to the Immortal Universe from the Creation; they are distinguished from Khwan in that they don’t “die” in Midgaard; they simply *emmigrate*, in their own bodies. They are the only peoples who can pass the Interval from the Creation in their original form. Although the majority of these immigrants (as, for example, the Naiads of Typhaenos) do not join the culture of the Hadial Ymir when they come, the fact of their immortality in the Creation is reason to suspect that they may have come from the Immortal Universe in the first place.

The Hadial Ymir maintain their own “nation within a nation” in Hades. They are not subject to Infernal Law, and, although they are welcome in Infernal society, they generally do not join it. No Infernal national is permitted to interfere with their activities, or to join in or observe their culture, unless specifically invited to do so by the Ymir themselves.

APPENDIX C

An Immigrant's Guide to Hades

The following notes are based on the Camaysar Hades pamphlet: *The Immigrant's Survival Kit: Questions You Forgot To Ask* (English Edition). We have combined selections from that publication with information from similar sources to provide the reader with a more personal picture of living conditions in the Infernal Kingdom, as well as a sampling of some of the arrangements which are made for new immigrants to Hades.

The pamphlet is written specifically for those newcomers who qualify for immediate citizenship in the Infernal Kingdom, under the terms of the Immigrant Dispersal Act (see under Historic Documents, Text). The Guide is not so much a book as it is a collection of odds and ends of information which would be of use to a new citizen; it is generally arranged in alphabetical order by subject. Wherever a particular statement in the original version assumes prior knowledge on the part of the immigrant, we have provided an explanatory note for the (Terran) reader: for the most part, however, subjects which would be meaningless to individuals who have not yet Transferred have been omitted from this appendix.

INTRODUCTION

Most visitors to a new place, whether they come as immigrants or as tourists, preface their arrival with a multitude of questions about the obvious problems: fares and tariffs, available living accommodations, guides and interpreters. But once a new immigrant is settled in, he will often find that the questions he didn't think to ask are in fact the most important. It is an accepted truism that national customs vary, but most individuals don't realize just how much these "unwritten laws" affect their daily lives until they leave the culture in which they were raised for another which operates under a completely different set of rules.

The newcomer will find that language barriers are the least of his problems—particularly in this, a nation of immigrants. He will meet many people from his own world, and most native Infernals, even though they may not speak his tongue, will recognize it, and direct him to someone who can interpret. But the little things that make up a way of life present another problem entirely. How do you address a letter—or contact a friend? How do you travel from place to place? How do you rewrite that favorite cooking recipe to jibe with a completely different system of weights and measures?

Even the most genuinely helpful native cannot anticipate your problems for you: his culture is so familiar to him that these daily doings are second nature. Only someone who has himself been through the sometimes aggravating contretemps that make up a successful adjustment can predict—and answer in advance—what questions others are likely to ask.

This booklet has been compiled by earlier immigrants from your own culture, who ran across the same problems you will no doubt encounter in adjusting to a new world and a new way of life. It answers the basic "How To" and "When To" and "What's Going On?" questions, and also includes some information of less immediate concern which may nonetheless be of interest to you. You will also find a list of addresses which are necessary for a new immigrant to know.*

We hope that this information will make the transition period less hectic for you, and ask that if you run across any answers of your own, you will pass them on, to make it easier for those who come after you.



Happy landings—and welcome Home.

*Omitted from this reprint. Most of the government offices which serve new immigrants, or which are important to Infernal nationals, have already been listed elsewhere in the Almanac.

I. ARRIVAL—AND “SETTLING-IN”

---- The rights and benefits which are accorded to new immigrants are intended to make the transition period as nearly painless as possible. As many of you are aware, the simple fact of the Transfer itself can result in a feeling of disorientation—temporary, but nonetheless uncomfortable. Added to that is the culture shock which normally affects any individual who suddenly finds himself in a totally different society; the immigration laws and aids offered by Hades will at least give you the time you need to get your bearings.

---- For your first ten years in Hades, you will find that most services are without charge: you need not pay for them now, out of whatever credit account you may have on arrival,* or later, out of your future earnings. Education is free, as is any job counseling you may need. Living accommodations will be provided for you during your absorption period, and you will also be supplied with basic needs, such as food and clothing, until such time as you can begin earning. Loans are available, without interest, for certain specific purposes, such as buying your own home, and you are also eligible for a variety of tax exemptions. Even after your initial “settling-in” period is officially over, you can still ask for and receive advice or assistance if you need it, either from the Camaysar Hades itself, or from any one of a number of immigrant self-help societies now operating in the Infernal Kingdom.

---- Citizenship is granted automatically to all those who arrive under immigrant status: however, a reciprocal agreement with the Celestial Kingdom of Edom permits change of this status at any time during the initial ten-year residence period in Hades. If you only wish to visit Edom for a short period of time, you simply sign a Declaration of Intent to Return. Filing this document with immigration authorities will enable you to visit friends or relatives in the Celestial Kingdom without affecting your Infernal citizenship; further, the time you spend in Celestria will not be deducted from your ten-year absorption period. (Long-time residents of Hades who wish to visit Edom will use their I.K. Passport, which is automatically issued after the initial ten-year residence period is ended.)

*NOTE TO THE READER: Contrary to popular rumor, you can “take it with you”: even if you never had “it” in the first place. Just as you can incur debts and obligations which would send you to Purgatory or the Lower Pits, you can also acquire credits—and many immigrants find substantial endowments recorded against their names, which can be drawn on like bank accounts when needed. *Your every action, or lack of it, for good or bad, counts.* Every nickel, every minute of time, given unselfishly, is counted in your favor, and often, the deeds of those you have influenced can also add to your status. The amount of time or money is not considered in itself, but as a percentage of what you can afford: thus, someone who has only a dollar and gives fifty cents will find himself a richer man, after Transfer, than someone who had a million dollars and gave as much as 500 of them. Both debts and credits are computed for each individual by the Interkingdom Supreme Court, and their decisions in this matter are honored by both Hades and Edom.

---- You do *not* need travel permits or identity papers to travel anywhere in Hades except the Pits, which are off-limits to new immigrants at any rate. Guides and interpreters will be provided for you if you wish (usually in the form of students from one or another of the Limbus Universities), or you can travel alone: the Camaysar Hades also sponsors a variety of conducted tours which will help you familiarize yourself with your new surroundings. You will not be permitted to inquire into the status or visit the living quarters of any relative or acquaintance who may be confined in the Pits: this is a regulation which applies equally to all Infernal nationals, no matter how long they have been in Hades.

---- If, however, you are concerned about the welfare of friends or family who have not yet Transferred from Midgaard, you can receive news of their welfare, or, in special cases, even be permitted observation of their activities, so long as it does not hinder your own process of absorption. You will not, under any circumstances, be permitted to interfere with the status or activities of any individual who is still mortal, no matter what his relationship or importance to you.

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(Omitted from this section is a brief listing of the rights, privileges, obligations, and responsibilities of an Infernal citizen, and specific information on loans (what for and how much), tax exemptions, and similar immigrant aids).



"ANYTHING TO DECLARE?"

II. COMMUNICATIONS

----- One problem you will have at first is that of locating individuals who are not of your immediate family. Personal privacy is guarded jealously in Hades, and it is actually easier for an Infernal national to get a private audience with the Emperor than it is to learn the home address or call code of another national without that person's co-operation. No private addresses are ever listed in general publications (i.e.: no "telephone directories"!), and even the ITC REPORT—which lists *business addresses only*—is forbidden by law to list private addresses or call codes. You can give your own locator information to friends or relatives and receive theirs in return: otherwise, you have little chance of contacting one another directly.

----- Getting that first message to someone is not completely impossible, of course. The Ministry of Communications (Dept. of Post and Telere Services) maintains an accurate listing of private addresses and call codes for all Infernal nationals. If you wish to contact someone, Communications will locate your party for you, and inform him of your desire to call. The choice of responding to or refusing a call is always up to the second party, however; all Communications can do is deliver the message. Please do not ask their Locators to provide you with private locator information. They are prohibited by law from releasing such information without written permission *in advance*.

----- Private answering services are also available, for a reasonable fee, and are used in particular by individuals who can expect many callers to interrupt a busy day. The so-called Permanent Answering Service was first used by residents of Lauren Gardens, and the practice has spread to many parts of Hades. If you subscribe to such a service, they will pick up all your calls automatically (unless otherwise instructed in specific cases), and will call you only once a day to deliver your messages. Again, you have the option of answering a call, or of letting the caller know—through your service—that you do not wish him to call again. You need never meet, speak to, or even receive a letter from any (private) individual you would prefer to avoid.

----- Assuming, however, that you have an address and want to send a letter to it, how do you go about that? The first question you will want answered is: what does a mailbox look like? Many immigrants are understandably diffident about putting their written communications into slots that may be, for all they know, disposal chutes.

----- Hades uses a direct delivery system that is tied in with the Gate (Horn and Ivory) Transport Systems. The Postal Routers—the Infernal equivalent of mailboxes—are open tubes mounted on a standing screen: they are labeled as to general destination. Written communications should be rolled and placed in a mailing cylinder; slipped into the mail tubes, they will be sent to the central postal service in a given level or pit for delivery to the address printed on the outside of the cylinder. Don't be upset if you inadvertently put your letter in the wrong slot. It will be rerouted to the correct postal office automatically.

* * * * *

(omitted from this chapter are detailed instructions regarding addressing letters and dialing call numbers: following that is a glossary of communications terms, of which we include several as an example):



----- Some communications terms you should know:

(1) *Locator Code/Locator Information*: Locator information is a general term covering addresses, call numbers, identity numbers, or any similar data which can be used to relay a message to a specific individual. The Locator Code, on the other hand, is a series of letters and numbers which describes a particular address (and not, necessarily, a particular addressee). It will consist of four pairs of digits, thus: L2/AL/ko/kh. The first pair indicates the Level or Pit of destination (L2—Limbus); the second describes the province or municipality in that region (AL—Alaraf); the third gives the street or area (ko—Korrigan Circle); and the last, a general designation for the specific address (kh—Camaysar Hades). Please do not attempt to invent your own locator codes. The Ministry of Communications will supply you, on request, with a listing of all locator codes for public offices or agencies, but a full address will get your letter there just as well, and with less chance of error. Private persons generally do not use locator codes in lieu of an address.

(2) *Call Code or Number*: This is roughly equivalent to the Terrestrial "telephone number"—but with a slight variation. Most telephones in Hades are non-mechanical telere devices, which simply supplement and project your native telepathic abilities. The call code combines the Locator Code with a personal ID code to enable you to reach a specific party directly. Quite understandably, many Infernals refuse to accept a telere communications number, and will use a mechanical telephone, or none at all.*

(3) *Contact Code*: A Contact (or Aura) Code is a series of sounds, symbols, and colors which establishes a link with an individual's personal aura. Your aura is as individual as a fingerprint (and much more reliable as a means of identification, since not all races have fingerprints). You will be taught to uncover your Aura Code should you wish to know it; once you have learned it, however, you should not reveal this information indiscriminately. The Aura Code is equivalent to what Terran Adepts refer to as the "true name"; and who knows your True Name can, in fact, summon you at will and even, if he is adept enough, use it to control your actions. The contact code is used as a means of identification by official (government) sources only in the Pits.

*READER'S NOTE: Samples of official ID Contact Codes are listed under Regional Planners in the ITC REPORT.

III. ENVIRONMENT

----- Hades' climate may come as a surprise to the visitor expecting "Hellfire and Brimstone"; the only place in the Kingdom that comes near to filling that requirement is Lower Pandoria. The Upper Kingdom—called the Levels—has five different seasons—or forty-five, if you consider that temperature and precipitation variations are markedly different for all levels, and don't necessarily occur at the same time of year. Limbus' coldest season, for example, can claim temperatures higher than Asgaard's hottest: Bimini is relatively mild all year round; and Typhaenos is in deep winter at the same time that Dyonesian farmers are sowing their crops.

----- As a rule, however, the cycle of seasonal changes follows the same general pattern in all levels. KHRAS, the Plowing Season, will be comparatively cool and dry; NA'AT (Planting Season) is somewhat warmer, with heavy rains. TZAMAKH (Growing Season) is hot and wet; K'TZIR (Harvest Season), is hotter still and very dry; and BOR (Fallow Season) is cold, wet, and usually ushered in by violent windstorms.

----- But that is only a general guide, since the weather can, and does, change abruptly in mid-season for several days at a time; usually this is due to one area's proximity to an entirely different season in progress on a neighboring level. In fact, one of the things newcomers always complain about—and old-timers find exhilarating—is the tremendous and sometimes unpredictable, diversity of climate and weather changes in the Infernal Kingdom. Even knowing what the weather should be like generally in a given region won't necessarily help you on the day you chose to visit there. It's for this reason that all interregional public transport systems post updated weather maps in their terminals. Read them carefully—and dress accordingly!

----- Climate aside, Hades may have some other surprises up its sleeve for the unwary traveler. It is important to remember that the land itself is semi-conscious: it has a personality as distinct as that of any one of its denizens. It is sometimes restless or fretful; it can be hurt, and respond to hurt. It has undoubtedly grown to like its inhabitants—or, at least, to tolerate us!—because it is not dangerous to be in an area which has taken a notion to shift, but you should be prepared for the land to occasionally change its contours. More important, given the right conditions, the land will respond to thought waves—positive or negative—and it is for this reason that accident-prone individuals are asked not to travel alone in high-risk regions. If you expect an earthquake or a landslide, you're likely to get one!

----- As you can see, natural law—and this is in both Stellar Kingdoms—requires a bit of co-operation on the part of the citizenry. Because most residents of Hades are accustomed to certain conditions, things do tend to stay fairly stable. But a pessimistic individual with powerful thought-patterns can unwittingly cause a lot of trouble for his neighbors. If you are found to be such an uncontrolled natural telepath, you will be asked to undergo total re-education.



"WILL YOU PLEASE STAND STILL UNTIL I'M FINISHED?!"

IV. FOOD AND DRINK

----- Food and beverages, both the natural and the prepared varieties, may taste strange to you at first, and there are many types of food products—including such basics as fruits and vegetables—which you may not even recognize. Most of the larger food stores in Hades do stock special additives which, used as seasoning, can make your foods taste more familiar. We do recommend, though, that you at least try to accustom yourself to the original flavor of the food. It may take you a while, but it's well worth the effort.

----- As far as the appearance of the food you buy is concerned, there are also a number of arcane produce dealers who will, on request, metamorphosize what you buy into a more recognizable form. This latter service is expensive, however, and you are better off learning to identify the Hadial equivalent of what you eat.

----- Hades' ambrosia and nectar—called Amrita—are luxury food products, not staple goods; but there are also a wide variety of spices and herbs which can give the taste of these delicacies to ordinary foods.

----- Natural food products are most often sold in open-air markets, where small farmers or agricultural firms will rent booths on a seasonal basis to sell their crops. None of the food sold in this manner is packaged or even processed: a grain farmer, for example, will not be selling flour, but wheat, which you must then grind at home. Produce bought in the farmer's markets is fresher, and generally less expensive, than that bought elsewhere, further, the prices are not always fixed. It is possible—and sometimes expected—for you to bargain with the vendor, or even to effect a trade for your purchase in some medium other than money.

----- Many farmer's markets also sell agricultural needs, such as treated soil or fertilizer, since the majority of Infernals (even city-dwellers) like to raise some of what they eat in home gardens. This practice has less to do with economy than a simple liking for growing things: it is often more expensive to cultivate a home garden than to buy your food at a farmer's market!

----- There are also many small stores, which are privately owned, and which, for the most part, also buy their produce from the farmer's markets. Although it may be more expensive to shop here, these stores do have some compensating advantages. Most of them are located in city residential districts within easy walking distance: also, they will invariably process basic foods, like grains or spices, for their customers. Some of the stores are specialty shops which deal in only one type of food product: these shops often sell prepared foods (such as bread), which are made to order on the premises. Many immigrants—and many long-time residents—prefer to buy in these neighborhood stores, where it is more likely that the vendor will get to know you and your tastes in food.

----- The larger city stores, usually combines or co-operatives, are where you will find fresh foods out of season: primarily, however, these stores sell packaged or prepared items. Although the majority of Infernal nationals prefer to buy natural foods, or to patronize speciality shops, as greater numbers of immigrants arrive from city-based cultures, stores which sell pre-packaged goods are becoming more common.



"MY COMPLMENTS TO THE CHEF!"

----- Solid goods (such as fruit, vegetables, etc) are usually sold by quantity or, as in the case of meat products, by the cubic unit: most products, however, are sold by the flask (1.7 pint, or a little more than a pound). This measure is used both for liquids and small solids such as grains. Nothing in Hades is ever sold by weight. (See: Table of Weights and Measures, in the Tour Guide).

----- Quality control of all foods sold in Hades is strictly enforced, and many stores will also list the nutrient values of the foods they sell.

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(Omitted from this chapter is a diet chart listing recommended daily quantities of different types of foods.)

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----- As far as preparation of food is concerned, there are several excellent cook-books available for the newcomer. For Terrestrials, the best of these is *The Immigrants Guide to Infernal Cooking* (Infernal Artist's Publishers). Published in seventeen Terrestrial languages, it includes comparative recipes for Terrestrial and Infernal meals. Some of the larger food stores also have a "Chef's Service" department which will recommend how best to prepare the foods you buy.

----- In general, Infernals use a wide variety of savories and spices in their cooking, but very little seasoning. One product you may find difficult to locate is salt. This seasoning should be used very sparingly in your cooking or, preferably, not at all. Most native Infernals consider salt to be nothing short of poison,* and even if you have no such deep-seated objections to it, you will find that it does not particularly improve the flavor of what you eat. Foods served in public places are never salted in cooking; except in restaurants which cater exclusively to immigrants, if you want salt with your meal, you must ask for it.

*READER'S NOTE: Substances which are described as "toxic" in Hades cannot kill you, of course, but they can make you very ill, the nature of the illness depending on the nature of the substance itself. In the case of salt, however, the description "toxic" is something of an over-reaction. To many peoples it simply tastes extremely vile, but it can't really hurt anyone. On the other hand, it has no particular nutrient value, either.

V. TO YOUR GOOD HEALTH

----- There is no real "carry-over" of physical disabilities from your mortal incarnation to your present form, but many individuals whose Transfer was caused by severe illness, or who suffered from some chronic incapacitation before Transfer, may retain the symptoms of their ill-health, even though they no longer have the disability itself. Treatment centers have been established at the Camaysar Hades for the benefit of these immigrants: except in extreme cases (where the memory of illness actually causes the disorder to reappear after Transfer), a maximum of five or six sessions with an empath will suffice to eliminate all sensation of ill-health completely.

----- Any future ailments are another problem entirely: not all problems can be treated by an empath. *Remember that you do have a body.* It is sturdier than your mortal body was, and impervious to the slow breakdown which is aging; it can take greater punishment without injury, and it is more versatile: it can respond to conscious commands that your original form did not recognize, even to the extent of altering its shape, or controlling what you were accustomed to thinking of as "involuntary" functions. But it has its limits, great though they may be. You are immortal. But you are *not* invulnerable. You can be hungry, you can be hurt, you can even be ill. Your body can experience all tactile sensations, without which you could never feel pain but also, if you will recall your mortal incarnation, without which you could never feel pleasure, either. Even though existence in a body—particularly one which *cannot die*—can have extreme disadvantages in certain cases, the alternative—which is existence as pure thought, impervious to all bodily needs but also incapable of all physical activities—is even more limiting, and was not considered worth the price.

----- If you have an illness, or have sustained an injury, which may be a long time in healing, you need not necessarily be incapacitated, however. The life-sciences researchers of Ptah-Khnum (L-4) have developed a series of simulcrums popularly dubbed "Android Step-ins"; these are organically based bodies which can be used for a variety of purposes, including that of a temporary shell for your consciousness.* The manufactured forms do have their disadvantages, however. While their gross-motor ("voluntary") movements can be made functional, it has not been possible to activate a totally functioning nervous system which can be linked to thought-waves. Infernals who have inhabited android forms for one reason or another report that it is like being encased in padded armor which muffles all sensory stimuli that it does not completely shut out.

----- You can work while in an android shell, however, and you probably won't need it for any extended period of time. Hades' medical researchers have uncovered cures—most of them using natural methods—for almost all illnesses which currently affect immortal forms. In fact, nearly three-fourths of these researchers are engaged in studying illnesses which affect mortal bodies; and most of the rest are "predictive researchers"—who seek out cures for illnesses which have not yet evolved!

----- There are three classes of medical practitioners in Hades: Physicians, Healers, and Empaths. A physician is, by definition, any medical doctor who uses natural methods, such as serums, application of splints, bandages, etc., or other physical means, to effect his cures. Most immigrants who enter the medical profession in Hades do tend to become physicians rather than healers or empaths: the majority of Guardian Corps medics are also trained primarily in natural techniques.

----- The methods used by a Healer may seem strange to you at first, particularly if you come originally from a technically advanced culture. A healer is a psychic adept who has been thoroughly trained in anatomy. He uses no instruments, no medicines, no applications: the cure is effected by what can only be described as "Laying on of the Hands." Since the healer knows what each part or organ of the body should be like if healthy, his task is to repair it, usually by drawing the malfunction into his own body and curing it there, and almost always without knowing—or needing to know—what caused the problem in the first place. (In more

*READER'S NOTE: Even in immortal form, there is a distinction between the *body* and the *identity*, although both are less dependent on this enforced symbiosis than in the Creation. Separation—and rejoining—can be accomplished by a simple act of will which is not difficult to learn. The immortal body can survive indefinitely if uninhabited; however, it is more fragile when not linked to conscious control, and could potentially be permanently damaged, leaving the identity with a choice between existence in a crippled body, or inhabiting a manufactured form, neither of which is particularly desirable. Immigrants are invariably cautioned never to leave their bodies if they've been involved in an accident, even if they are thus forced to endure overwhelming pain.

extreme cases, the healer will assume the form of his patient in order to effect a cure.) Because of the physical strain involved, most healers are female, since that internal structure is generally more durable than that of the male.

---- An Empath is also a psychic adept, but one who uses telepathic rather than telekinetic abilities. (The closest counterpart of an empath in Terrestria would be a psychiatrist.) Like the healer, the empath works by drawing out the disorder and replacing it with healthy responses; however, emotional trauma is usually more difficult to deal with than physical illness or injury, and when treating severe cases, empaths must work as part of a team.

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(Omitted from this chapter is an explanation of the various health services available to the Infernal national (such as hospitals, medical centers, private and co-operative medical services, specialists, et al), and the costs of these services. Also omitted is a list of call codes to use in case of emergency.)



"THE DOCTOR WILL SEE YOU NOW."

VI. HOLIDAYS AND CELEBRATIONS

(READER'S NOTE: This chapter in the Guide lists all holidays, commemoration days, general festivals, et al, which are celebrated in the Infernal Kingdom, beginning with 1 Virgo (New Year's Festival), and ending with 25 Leo (Insurrection Day, commemorating the Battle of Third Gate, 5 AAI). The list also advises the immigrant which of these are public holidays, on which stores or government services will be shut down, and which are celebrated only by certain segments of the population. Most of these holidays are either mentioned in the History (such as the Day of the Phoenix, celebrated once each half-millennium) or can be deduced from it (such as Independence Day, 13 Cancer). Rather than present the reader with a list of repetitive or meaningless dates, we have selected instead full descriptions of only three general festivals which may possibly be of greater interest to you. Our source for this chapter is the *I.K. Festival Guide*.)

A. BARA GEMINI (34 - 40 Gemini: not a yearly commemoration):

Bara means Creation, in the fullest sense of the word: it is the name of the mortal universe, just as *Bara'el* is a description of the mortal worlds (Midgaard, in the vernacular). The *Bara Gemini* is the Time of Creation: the six days and Sabbath during which a mortal world is molded and its Caretaker chosen.

The spark of life is given to any world which is capable of sustaining it; capable in terms of food supplies and other requirements for a natural cycle, but capable also in terms of natural resources potentially of use to an advanced culture. The spark which is conscious intelligence, the Essence, the *Khwan* is given to that one species bred by its world which is advanced enough, in physical development, to make use of it.

The choice is not a light one. Once the Work of the Six Days is done, and the planetary evolution has reached a fairly stable stage in its development, a sampling of all advanced life forms is taken, and placed in a carefully prepared environment in Edom for observation (usually at Eden Gardens, South Celestria. See Map; History). The reactions and the tendencies of all life forms are studied, and the most advanced selected to carry the *Khwan*. (It has been found that the life-form most suited for intelligence is usually the one which needs it to survive, and it is how a physical weakling uses its mind to prevail or conquer which provides the most interesting part of the Creation experiment.)

Providing the Caretaker with his *Khwan* is not sufficient, however; it must also be determined if the life-form can develop its abilities independently of outside aid or teaching. Usually, a simple taboo will be placed on his actions. When his intelligence develops a curiosity strong enough to enable him to defy the taboo,* he is considered capable of independent survival and returned to his home world, and the "doorway" between Edom and the Creation is closed. (The word-of-mouth legends which grow out of this stage in the process are, unfortunately but inevitably, unavoidable.)

The Bara Gemini is celebrated in Hades and in Edom, but there is no one specific time when the festivals are held. Each race of people celebrates its own Creation Week, usually at that time of year when the last week of Gemini would coincide with their home-world calendars. The Creation of a new world—no longer as regular an occurrence as once it was—is cause for simultaneous celebration in both kingdoms of the Immortal Universe.

For those immigrants who wish to share in the Bara Gemini Celebration sponsored by peoples from their own world of origin, the Camaysar Hades will supply you with the date of your holiday and information on preparation for the Festival.

B. SABBATH (The seventh day of each week of the year):

The Law regarding observance of the Sabbath is a logical commandment, and one which is kept in both Stellar Kingdoms. Its necessity derives from the demon-

*READER'S NOTE After the *Khwan* is given, different angels are frequently assigned to "sponsor" a Creation garden and a given race; how they arrange for the taboo defiance often affects the nature of the people thus taught, both in terms of personal traits and cultural development. Even after the Caretaker has been returned to his home world, his Teacher is still in part responsible for his development and well-being, and acts—although still responsible to the Creator—in effect as "God" of that world.

strated fact that the majority of living beings, intelligent or otherwise, cannot work continuously, lacking spaced intervals of rest, without eventual harm to their physical, mental, and/or emotional health.

A day of rest—one in seven—is strictly observed, even in the Pits. All shops, government offices, transportation facilities, et al, in the Infernal Kingdom are shut down for a period of twenty-four hours, from day-work end on the sixth day to day-work end on the Seventh. Only the most important of emergency services are operative, and even these are understaffed, since the personnel who run them take turns relinquishing their Sabbath for the public weal.

The law regarding observance of the Sabbath is not officially enforced: if you, as an individual, choose to work on the Seventh Day, no one will hinder you. You should not, however, engage in any work which will disturb your neighbors, and you will not be permitted to require any other being to work (including your transport or farm animals, who also deserve a day of rest, and who generally cannot voice an opinion for themselves).

While it is recognized that there are those individuals who do not require a day of rest for themselves, it is recommended that you make an attempt to at least



**"I THINK I JUST BIT OFF
MORE THAN I CAN CHEW."**

work less on the Sabbath. The absolute quiet in your environment, and the undeniable advantages to your body and spirit, can be a rewarding experience.

C. PERSONAL FESTIVALS (intermittent celebrations):

Most individuals commemorate certain dates in their own lives which are of importance to themselves, though not necessarily cultural holidays of their people: birthdays, anniversaries, and the like. Your date of birth (mortal), or, if you prefer, your date of arrival This Side, is your personal festival. It can be celebrated royally by your circle of friends and treated, in your area, on the lines of a national holiday. Further, if you wish to sponsor such a celebration for a friend or relative commemorating another type of personal holiday, arrangements can be easily made for this type of celebration also.

The Infernal Kingdom Festival Office is responsible for co-ordinating all official holidays, and will also organize personal festivals on request. Advance preparation, which entails notifying public authorities of the upcoming festival, and arranging public events and displays, will be handled by the Festival Office: final preparation will be assigned by them to the person or persons closest in spirit to the celebrant. Such a person is called the "sponsor"; his function is usually to arrange for the presentation of gifts (called "offerings"), and for attendance at the Festival of individuals with whom the celebrant would enjoy sharing his Festival Day.

If you would like an elaborate public celebration on your personal festival day, you need only notify the Festival Office once: they will then maintain the tradition annually until otherwise notified. Other types of celebrations must be ordered each time a sponsor wishes to evoke them, and usually involve a sponsor's fee.

VII. MARRIAGE—AND FAMILY

---- The questions many immigrants want answered immediately are those regarding family relationships and responsibilities. Is your spouse still your spouse? Are your children still your children, and your parents still your parents? Do you have here the same assembly of family relationships you had in Midgaard, or have you in fact been "reborn" as a totally independent individual with no ties except those of memory?

---- The only family bonds which are officially recognized as constant in the Stellar Kingdoms are those of blood: in particular, the brother-sister and the parent-child relationships. This is partially because they are not legal ties, but natural ones, but primarily because it is highly unlikely that any immortal—Kharov or former Midgaardian—will ever have future siblings or children this side of the Interval. Even in this, however, you have no obligations to anyone except those you choose to recognize. Should you wish to disregard your mortal family, or ignore a relationship that was originally (but no longer!) a blood tie so that you may marry, or even establish a totally different family by process of mutual adoption, you may do so.

---- As far as a husband or wife is concerned, personal contracts made Otherside are not legally binding in Hades. If you were married in Midgaard, you are not necessarily married here: a fact that can be comforting to those whose (mortal) marriage was ill-made, or who, following the earlier Transfer of a wife or husband, married more than once. If you and your original spouse were content with your union and wish to remain wed, you can remarry: if not, you are both legally free to part ways, and seek out the one intended for you.

---- Marriage in Hades—or in Edom—is a serious proposition which requires careful selection. The concept of two people who were “made for each other” is literally a fact, though they are more likely to find each other in one of the Immortal Kingdoms than in any of the worlds of Midgaard. Each individual has a True Mate, who is the other half of his or her identity. The act of marriage—the Joining—creates a mind-link between the two, enabling them to function as complementary halves of a single entity, each supplying what the other lacks. (It is literally impossible for the wrong match to be made, since two minds not complementary cannot be Joined.) When the Joining is done, both parties to it usually choose a common name which describes the result of their union and which, like their new consciousness, they both share.

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(Omitted from this chapter is a description of the Joining Ritual; some of its effects on those involved are summarized here. Also omitted is mention of several other, more temporary, unions which are also engaged in the Infernal Kingdom.)

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---- Not all Infernals marry, even if they have identified their True Mate: even persons who do not like living alone are often hesitant about permanently sharing an identity, and will therefore arrange for a looser, and more temporary, liaison with a close friend of the opposite sex. Once a couple is Joined, however, it is as if the two have become one, a single mind greater than the sum of its parts; shared



by two bodies, and different only as their physical makeup affects their intellect, abilities, or emotions.*

----- It is for this reason that True-Mated couples are preferred for certain jobs or positions: you have, in effect, a single person who can be in two places at once, since if one half of the team is elsewhere, the other can assume all duties with no break in continuity. Husband/Wife teams are usually chosen either for positions which require extreme co-operation, or for assignments which call for extended tours of duty and which, at the same time, demand that someone be present at the home base. If you are making a business call on a particular individual, and his or her True Mate is present for the meeting instead, you can conduct your business as if with the person with whom you made the appointment. In fact, due to the use of a Joining Name (and the fact that the titles "Mrs." and "Mr." are not used in Hades), you may not necessarily know which it was you made the appointment with in the first place!†

----- True Mates may hold different, if similar, positions, and yet still be able to "stand in" for each other if necessary (as, for example, in the case of the Governor of Jotunnheim and the Prime Minister of Hades, both of whom have, at different times, held both positions). Or, they may both hold the same position, dividing its responsibilities between them. The best-known example of this latter situation is that of the Emperor and Empress of Hades, who rule the Infernal Kingdom together with so little disparity in their actions that the Regency of One, when occasional necessity demands that it be done alone, is as the Regency of the Other.

----- The question of sexual division of labor never existed among Immortals: witchcraft is not feared, children are rare, and physical changes can be effected at need. The concept of sexual discrimination was brought to Hades by mortal souls, and while the "role fad" caught on for a short while, particularly among unwed persons living together, the resulting situations were so cumbersome that Immortals abandoned the game without much regret. Each person finds his or her own role in a double or multiple partnership, be it a business association, a temporary personal alliance, or a True-Mating. Any other situation, especially if it demands that an individual fulfill a role whether he or she is suited for it or not, is too confusing to be practical, particularly since the mortal cultures which espouse the idea can't seem to agree on which should be dominant, male or female, and why any dominance is necessary in the first place.

*READER'S NOTE: The closest analogy to this type of relationship in Terrestria is the sympathetic link sometimes found between identical twins.

†READER'S NOTE: There are no sex-distinguishing titles in the Stellar language, nor are there marriage titles. For the latter, public announcement may be made or identification of some sort may be worn, if desired. For the former, Hades assumes that if you can't tell by looking at someone whether they are male or female, then you are both in trouble.

VIII. MILITARY SERVICE

----- The most obvious characteristic which distinguishes the Infernal Kingdom Armed Forces from its Terrestrial counterparts is its exclusive selectivity. No one in Hades is drafted into military service, nor is it a volunteer army, but, rather, an elite service: with the single exception of the Militia (The Cadmus Corps), *you cannot enlist*.

----- The Infernal Military is a guardian service, composed of intensely trained, highly skilled technicians qualified to serve in any capacity from emergency medical treatment to disaster control. Its members are, in effect, on twenty-four hour stand-by alert, and must be prepared—and capable—to react instantly to any type of emergency call or natural disaster in any part of the Infernal Kingdom, Levels or Pits. The nature of their duties is of sufficient importance that Hades cannot afford to have anything less than the best as guardians of its welfare.

----- Members of the military services must display identification at all times, for they also serve in the capacity of a civilian police force, and can be called on for advice, assistance in the event of minor accidents (on land, sea, *or* air), or as instructors for civilian units of militia. Military orders are somewhat flamboyant and easily identifiable: all insignia, blazons, and decorations are made of precious stones and metals, hand-crafted for the individual guardian who will wear them, and inscribed with his name.

---- The head bands, worn by all branches of the service, are of silver; service branch insignia is worn in the center (front) of the band. It is not necessary for the civilian national to recognize the service branch insignia incised in the gemstone; the color of the stone is different for each branch of the service. For example, the Army stone is the emerald (green); the Navy wears the sapphire (blue); and the Air Force a diamond (white). The Conan Corps, a combined service, wears all three, with their particular insignia engraved on the central stone, the topaz (gold). The headband is worn at all times, whether the guardian is in uniform or in mufti.

---- Rank insignia is set into the armband, which is worn only while in uniform, as is the breast pin, which designates speciality within the service branch (medic, transport, engineers, etc.). Dress uniforms, even for the lower ranks, are extravagantly decorative but very little worn; military personnel will most often be seen in the light but sturdy protective garments designed as a working uniform.

---- Hades tries to maintain a constant ratio of guardians to civilians: this is particularly necessary in those regions geologically designated as "high-risk areas." Membership in the armed forces, including all paramilitary units with the exception of the militia and the courier service, currently comprises about eight percent of the total population of Hades.

---- Should you wish to qualify for acceptance for military training, your best proving ground is the Cadmus Corps. Hades' Militia is simply a means by which civilian volunteers can be trained in emergency procedure; its members learn the holding actions which serve until regular military forces arrive on the scene, and are also



"THAT'S A GUARDIAN ANGEL?"

instructed in how best to assist the guardians without impeding them. A particularly apt member of the militia will be considered for military service if both he and the Service desire it, in which case he can enter an apprentice program for military training in the same manner as any national can apprentice to other skilled professions. Admission as an apprentice will get you into the Pallas Corps (paramilitary), for intensive training, but it is no guarantee of acceptance into the regular service: trainees must first compete in the military games of the Gymkhana (Olympics). Of all contestants in a given year, only three—the Olympic Champions for land, sea, and air competitions—will be accepted as members of the Infernal Kingdom Armed Forces.

----- Even an elite service has its elite: for the IKAF that elite is the Conan Corps. This combined service takes the cream of the regular land, sea, and air forces as its trainees: to qualify for full membership in the Conan Corps a guardian must compete—and win—in Olympics competition against other members of the regular military service.

----- The Courier Service is an entirely different proposition. While the standards for admission are, in their own way, just as high, a new immigrant is more likely to be able to qualify for membership, since he knows his world and its people, and how best to approach them. A denizen who enters the courier service must, in addition to his other training, be taught how to use a mortal body, and what its limitations are; if he wants to be a contract courier, or a member of the OID (see under Offices and Agencies, Text), he may even be incarnated on some mortal world without memory of his identity, to live a mortal life span in preparation for service on that world.

----- Neither of these training exercises are needed by former mortals, of course, especially those preparing to serve on their own world of origin. In fact, one of the first jobs that is usually offered to any new immigrant who wishes to begin earning immediately is that of teaching the language, customs, and mores of his world at the Absu Aresthusa Courier Training Academy.

IX. NEIGHBORS AND OTHER PEOPLE

----- Many immigrants are puzzled by the emphasis placed on etiquette at the Camaysar Hades, and not a few feel that the time given to learning greetings, gestures, and polite phrases might be better spent. Perhaps it might, but all things considered, a few drills in proper Stellar etiquette is far easier than the alternative—which is learning the mores of all peoples who now reside in the Infernal Kingdom.

----- There are over 70,000 races in Hades, not counting the native peoples and the Kharov, and while most (not all!) are “humanoid,” there are infinite variations even on that basic body structure. Most immigrants retain their mortal appearance at first: it is familiar to them, and they can function better with all their accustomed limbs and senses. This diversity of form makes it simpler to identify what would be considered an “alien” in Midgaard, but it doesn’t tell you how he will react to what you say or do. Further, even peoples who closely resemble each other may come originally from different worlds, and even peoples from the same world have different customs and manners. What might be a friendly—or even an elaborately polite—greeting in the context of your culture, could easily be a deadly insult to the people of another.

----- Courses in Midgaard cultures are taught in Hades (at Absu Aresthusa): willingness to employ another’s customs is a highly respected and appreciated trait. But the new immigrant has many other problems he must learn to cope with first, and no one, of course, could reasonably be expected to know all the etiquettes involved in such a mixed populace. This is why Stellar etiquette and customs are taught as quickly and as thoroughly as possible. Try to use them when you meet a stranger. He may be as unfamiliar with the forms as you are, but he will at least understand your meaning.

* * * * *

(Omitted from this chapter is a brief review of gestures and greetings used in Hades: the Stellar peoples employ an expressive "sign language" which can substitute, quite adequately, for speech itself. The following notes describe general customs only: many entries have been deleted from this section as well.)

* * * * *

---- Public services operate twenty-four hours a day, every day (except the Sabbath). Night and day are relative terms in Hades; there are alternating periods of light and darkness, but they are not as consistent as on a world which revolves around a sun, and they are generally ignored. Fully half or more of the population of Hades are "night people" at any rate, and all public services operate equally for their convenience as for those who keep what might be considered more regular hours.



THE SHOCK OF RECOGNITION

----- This is not to say that everything goes at full steam all day long. Certain hours of the day are less hectic than others, and there are two time periods in particular during the twenty-four in which everything quiets down, regardless of what hours the neighborhood keeps. These Interims (which occur between "day-work" periods and "night-work" periods) are at 06:00 to 08:00 (A.M.) and at 18:00 to 20:00 (or, 6:00 to 8:00 P.M.). It is not considered polite to visit or call during the Interims, and, as much as possible, you should also keep your children or pets quiet during these hours, as well as delay any noisy work you yourself do.

----- Most Infernals do their socializing or home entertaining immediately after the Interim break. While it *is* customary to just "drop in" for a visit without prior notice during this time of day, it is also a good idea to find out whether your friend or neighbor keeps day hours or night hours *before* you call.

----- Standard dress for most occasions usually consists of a tunic (or overblouse) and leggings of various lengths, worn with sandals. There are many variations on this costume, which is worn by all sexes, and all ages. Many Infernals also wear matching headbands (around the brow) to complement their outfits, when they are going visiting, or to work. Full-length leg sheaths and cloaks can be added to your attire if the weather is inclement, as can weatherproof overcapas or robes.

----- The wearing of "native" (i.e., Midgaard) costume is also encouraged, particularly at festivals and formal affairs, but however picturesque this custom may be, it can present its own problems. What looks elegant to a member of one culture may appear sloppy or even indecent to a member of another. It is, therefore, an accepted custom of all residents of Hades to wear a single gold band around the brow when in formal attire. Donning the band signifies, simply: "As far as I'm concerned, I'm dressed up."

X. RECREATION

----- There are two principal types of libraries in Hades: Lending, and Research. The Lending Libraries are usually owned by private individuals or groups, and they do charge a membership fee: borrowers are also liable for loss of or damage to any materials they use. Many of these libraries specialize in a particular subject or type of material.

----- The Research Libraries are publicly owned, and have a wider range of available materials; they often house museums and displays as well as manuscripts on their premises. They usually do not charge a membership fee, but they are less likely, also, to allow researchers to borrow their books or materials. The University Libraries, for example, will permit only students or teachers accredited to their particular college to sign out library property, and will generally place a limit on its use of three days or less.

----- Libraries of both types may house materials other than books. There are, for example, the geologic libraries, which store different varieties of stones, earths, liquids, and other elemental samples, and the art libraries, which house single or multi-dimensional art forms, and will usually produce temporary images of their materials for the convenience of the borrower.

----- Hades' largest and most diverse research library is the Infernal Archives (Dyonesia City, L-3). Because the Archives keeps only single copies of publications, displays, et al., no materials may be removed from its premises under any circumstances; yet even original manuscripts or museum displays are available to Infernal nationals for home perusal. This service is made possible by a telerelay system called a "Reader," which can be easily installed in any home or office. To obtain Archives material, you need only signal the librarian or, if you

know it, enter the item's catalogue code into the Reader: the publication or display will then appear on your home screen. When you are finished viewing the materials, you enter "clear" on the Reader, and the Archives linkup is closed. Because this system permits simultaneous use of materials by any number of individuals, the Archives Reader is often used by students.

---- Library originals, particularly in the Archives, are usually illuminated manuscripts; the copies of books which are made for general distribution are not always so decorative. Some of the larger bookstores, however, do sell "specialty" books, which contain some interesting features. Two of the most popular variations on the illumination technique are the Tri-D illustrations, used primarily in Art and Science texts, and the animated picture books which generally find their way into children's libraries. Animated illustration is also used for basic instruction manuals and, even more often, for adventure fiction, the latter providing a popular form of home entertainment.



----- Hades' museums and art galleries are favorite places to visit: many of them hold regular exhibitions of new work or discoveries in addition to their regular displays. The Prometheus Anthropology Museum in Dyonesia City has included in its displays an excellent observatory with an historical file, in Tri-D animation, of Creation Weeks for most of the current worlds of Midgaard.

----- Theatre-going is also a popular activity in Hades, and plays given include everything from classical to modern, both of Stellar and of Midgaard origin. The bulk of Hades' resident companies are in Dyonesia, but they are not the bulk of Hades' theatre: there are over 300 touring companies who perform in all parts of the Infernal Kingdom. Single performers also tour, and among these it is singers and musicians who are the most popular. The Stellar peoples love music, and Infernal audiences have been known to forgive much in a poorly organized performance for the sake of a well-scored melody, and a professionally trained voice to sing it.

----- You will have to learn to do without cinema and television: these media do not exist in Hades. Cinema is not missed: the wide range of theatrical effects which are achieved with the use of psychic and arcane aids make almost anything possible on a stage. For the latter, the closest thing to home theatre in Hades are the animated books (see above), which most Terran immigrants declare to be a more than satisfactory substitute.

----- There are spectator events in Infernal sports; most nationals, however, prefer to play the games themselves, and the activities range from chess matches, to team sports, to hunting. Hades also has its "national pastime" in the form of the Gymkhana, an Olympic competition which takes place once every four years. (See: Gymkhana Insert; Tour Guide.) The Gymkhana includes both amateur and professional events, with separate prizes awarded in each category. Its season begins, usually in mid-Sagittarius, with a succession of qualifying events, and ends, roughly six months later, with the crowning of the Olympic champions in the four major event categories. (The title "Olympic Champion" is accorded to any competitor who wins the most events in his field. But it was originally intended for the contestant who could win them all, and there is a specially designed fire gem statuette which is still waiting to be awarded to the first total champion in the I.K. Gymkhana.)

----- Outdoor activities, such as swimming, skiing, or flying, are popular, and there are many recreation sites and sports fields all over Hades. Also popular are a group of activities loosely classified as "expeditions"—camping, exploring, and hunting are included here. Hunting in the Levels is restricted to pursuit of animal simulcrums: manufactured beasts which are usually created at Ptah-Khnum and which, properly programmed, can often be more crafty—and twice as dangerous—as the real thing. The quarry in the Pits are the natural manifestations known as Golem: self-confident huntsmen here generally head for Nastrond.

---- Exploratory expeditions, while they are open to any national who cares to join them, often have their more serious side as well. Some of the treks are sponsored by universities as field trips; the majority are mapping expeditions whose members are looking for a likely location to set up a new colony.

---- Many municipalities have community centers which sponsor lectures, debates, and informal social gatherings, but these organized activities are not as popular as more spontaneous events. Those nationals who do not go out to shows or night spots in their off-work time usually prefer to sponsor their own informal entertaining at home.

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----- Hades uses progressive time, with primary emphasis on an exact dating system, and general dating as a secondary method only. The standard notation is Day/Month/Year (Example: 13 Cancer, 5734); in the general dating method, only the month and year are indicated (5734.11 is Cancer, 5734). In schedules of events, where lack of space is a factor to be considered, the months of the year are number coded one through twelve, and the year itself is not included in each separate notation (In this case, 13 Cancer would be written XI:13. See *Revels* insert, in the Tour Guide, as an example).

----- There are normally 33 days in a month, except in the event of a Bara Gemini, in which case the tenth month adds seven days (six plus the Sabbath) for a total of forty. The Bara Gemini does not occur at regular intervals, but will usually be announced well in advance.

----- The names of the 12 months in the Stellar language are not, of course, the same as they are given in Latin. The use of the month name in translation indicates its relation to passage of time on Midgaard worlds. The name of the tenth month in the Stellar language, for example, is *T'omim*: The reference to that month as *Gemini* indicates that its dates have been altered to correspond to Terrestrial



time. Gemini on a courier calendar usually includes the Terrestrial dates 21 May to 21 June; a period of 32 days. (It is interesting to note that even in terms of the shorter Terrestrial year, the month of Gemini is the longest of the twelve.)

----- The names of the seven week days are not difficult to remember. They are called, simply, First Day (or Day First) through Sixth Day; the ordinal numbers usually indicated by the first six letters of the alphabet. The Seventh Day is usually called the Sabbath (Day of Rest).

----- The twelve months of the Stellar year, with their number codes and the symbols used as abbreviations, are listed in the chart below:

NO. CODE*	FAMILIAR NAME	SYMBOL	STELLAR NAME	STELLAR WORD
I	VIRGO	♍	BETOLA	unehyo
II	LIBRA	♎	MOZNA'IM	yo venny
III	SCORPIO	♏	AKRAV	spayta
IV	SAGITTARIUS	♐	KASHAT	hifst
V	CAPRICORN	♑	TAYISH	hgyah
VI	AQUARIUS	♒	HISHKA'I	re wthah
VII	PISCES	♓	DAGIM	sof
VIII	ARIES	♈	AYIL	maga
IX	TAURUS	♉	SHOR	yaf
X	GEMINI	♊	T'OMIM	soy h
XI	CANCER	♋	SARTAN	vehzart
XII	LEO	♌	ARIYEH	soyver

*AS USED IN THE TEXT

XII. TRANSPORTATION

----- To encourage the use of public transportation rather than private vehicles, rates are kept low and the conveyances run at frequent intervals: further, there is a high tax placed on all vehicles purchased for private use only.

----- Even without the tax, which is not, for example, placed on single animals (such as horses) meant to be ridden saddleback, it is far less expensive and far more convenient to use the public services. Housing, feeding, and caring for transport or draft animals can be costly even for the country-dweller, while in the city, such maintenance becomes even more problematical. Added to these initial costs are the strict governmental regulations regarding proper treatment of all domestic animals, including pets, who, in most cases, cannot speak for themselves.

----- Public and private conveyances are usually horse-drawn, although other animals are occasionally trained for this service, depending on how much weight must be carried or towed, and whether the vehicle is intended for use on land, sea, or air. The only motorized vehicles *in service* in Hades are the solo carts in the Archives: these are battery-powered wheeled vehicles which are nominally part of the Archives museum display, and are used to traverse what is literally miles of bookshelves.

----- There are several large transport firms, such as Astral Airways, Dragon Express, and the Posiedon Line of merchant ships, but most public transportation is provided by smaller, local companies, or by privately owned conveyances for hire as taxis. Except for powered services like the Gate (Horn and Ivory) Transport Systems, none of these companies are government owned or operated, but they are regulated as much as is necessary to insure passenger safety and fairness of rates.

----- Public conveyances, regardless of size, may be chartered at a moment's notice by individuals or groups: they run frequently enough that this causes no inconvenience to regular passengers. Also, seats can be reserved in advance on any multiple-passenger conveyance, at no extra charge to the purchaser.



---- The only (relatively) expensive transport services are those which run between the Levels and the Pits, and this is due partly to the fact that the companies which travel these routes are required to have a special license, and are also required to be certain that their passengers' identity papers are in order.

---- Transport systems in Hades also include the instant-travel devices, which may be public booths, or installed in homes or offices for a yearly service fee. There is no need to be wary of the Teleport. Regardless of its appearance, Telere equipment is not in any way mechanical: it does not "disassemble" you in one place and put you back together again in another, and even if the device should break down in transit or fail to operate in the first place—which has never happened in the 4,000 years they have been in service—there is no danger to the passenger.

---- Teleports are called "Wishing Booths" because that is, in effect, just what they are. A psychic adept can transport himself from place to place without aid, but while all intelligent peoples have some degree of native telekinetic ability, many individuals need assistance in using it. "Wishing Booths" are power-imbued by technicians trained at the University of Occult Sciences (College of Psychic Studies), and function simply to aid the non-adept in concentrating his own abilities to accomplish instant travel. Only the mass transport systems, like the Horn and Ivory Gate Extensions, use mundane power sources.

---- If you feel that you must have your own private conveyance, your best bet is a Telere Flier. Light, sturdy, and convenient, these so-called "Magic Carpets" are not expensive to own or operate; they can be rolled and stored in a closet or on a shelf when not in use. Because their motive power is woven into the fabric, they rarely need servicing; also, the Flier can be equipped with a weather screen if you so desire. Telere Fliers are not used by public transport services, since they are generally not large enough to carry more than two or three passengers at capacity. Private citizens who own Fliers must be trained and licensed to use them within city limits.

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(Omitted from this chapter is a chart comparing transport fees, surface and air, for domestic and foreign travel. See Transport Insert, in the Tour Guide.)

XIII. THE WAY THINGS—AND PEOPLE—WORK

----- Small businesses are encouraged in Hades, both by the government, and by the consumers, who like to know who is making the product they buy. If you are a member of a potentially independent craft or trade, you can receive assistance—financial or otherwise—in setting up your own shop. Those individuals who can work independently but who require complex supplies or equipment (as, for example, in the case of research scientists), can participate in what are known as co-operatives, in which all the facilities are housed in one building and owned in partnership, but each member of the co-operative pursues his own work independently of the rest. Co-operative enterprises of this nature usually employ a business manager who will handle all the details that keep the unit functioning.

----- Many craftsmen belong to trade guilds, which operate along the same lines as the immigrant self-help societies. The guilds provide an avenue of communications for their members, notifying them of new techniques, sales and supply outlets, and other necessary information: some also publish a regular newsletter. The majority

of guilds are no more than local, informal, associations, where artisans can meet and exchange views. The larger guilds are equipped to advise and assist any individual wishing to become an apprentice in a given craft or trade: if there is no central guild for your craft, you can get that same information from the Camaysar Hades, or through the Interregional Trade Commission (Jotunnheim). The guilds generally have no membership fees, and they are not unions: indeed, trade unions are unnecessary in a society where a common currency is an exchange of product or service, and where, for 83% of the total population, the employer and employee in a given business are one and the same person. (Larger companies are invariably collectively owned: the only real large "employer" in Hades is the Infernal Government.)

----- But there are problems, other than labor, which an individual national might encounter, and for which he may need outside advice or assistance. If any situation arises which you feel you cannot handle on your own, the place to go for answers—and action—is the Infernal Nationals Administration of the Levels (Central Office: Styxvilla, L-1). The INAL is your link with the larger society, and your personal backer against any agencies or organizations too big for you to fight alone. All nationals of Hades have this powerful administration behind them to protect their interests in any public issue. The INAL will investigate all complaints brought before them, and take whatever actions are necessary, no matter how extreme, to correct a disturbing situation. They will supply you with legal advice, free of charge, on all matters from standard business contracts to lawsuits, and they will handle any consumer complaints you might have against a larger business firm. Their prejudice is invariably in favor of the individual against any organization—including the central government. The INAL reports all complaints directly to the Sheytan.

* * * * *

(Omitted from this chapter is an overview of some of the restrictions placed on corporations or organizations for the protection of the individual national. We include only one as an example):

----- Public media institutions operate under certain restrictions which actually give them less freedom of expression than an individual national is allowed: a wise precaution, considering the potential power of a widely circulated newspaper. For example: newspapers may not print pictures or stories of private persons (or of private lives of public persons) without written permission in advance. They are not permitted to harass citizens in pursuit of a story. They are not permitted to speculate on the outcome of any parliamentary actions or civil suits before a decision has been reached by the persons directly affected: if they do, they can be brought up on charges by any or all of the participants involved. Any articles in a

news media publication which express an opinion of any kind must be clearly labeled "editorial" or "opinion"—if it is not so labeled, then it must be accompanied by a non-partisan explanation of the opposing point of view. If a national brings complaint against a newspaper, he has the satisfaction of knowing that they must print both sides of the issue or none at all: they may not use their pages to give themselves a voice which the citizen without that weapon does not have. A citizen complaint against a newspaper, if valid and if severe enough, can put the newspaper permanently out of business.

* * * * *



----- Partly because of the insistence on individuality, machinery in Hades is almost non-existent, and those powered mechanical contrivances which do exist are usually either Archives museum pieces or novelty items. Hades has no prejudice against machines and no laws against them—but also, no particular use for them. Assembly line work, which turns out flawlessly identical items, is not considered attractive: the Infernal consumer prefers individual differences even in those products which are intended to be alike (such as matched furniture sets), and will generally purchase only those commodities which are made, from start to finish, by one artisan. Even those consumer goods which are used in quantity are made by hand, for while there may occasionally be a shortage of workers, there is never a shortage of time. Clothing is hand-tailored to the buyer's specifications; books are scribed, and multiple copies of the manuscripts are, in most cases, also made by hand; even Infernal Kingdom coinage is hand-crafted—and signed by the craftsman. Most products are made to order, but even so, except in the case of original works of art, or prestige items created by name artisans, hand goods are less expensive to buy than the occasional novelties turned out by machine.

----- If, however, you prefer powered mechanical devices of one sort or another, you can get them. But you will find that they are disproportionately expensive to own and operate, partially because they are rare (and considered luxury items), and primarily because Hades' energy systems—which are generally arcane or psi-operative—are not built to power them. Whenever a craftsman does use a simple machine as a tool in his work, the energy to run it is usually provided by muscle power.

APPENDIX D

Bibliography and Recommended Reading List

The titles given below may be of interest to the reader desiring more detailed information than that given in the text of this book. Although our listing deals primarily with non-fiction and reference, we have also included several works of fiction, on the premise that popular literature can be in and of itself an indication of the temperament of a people.

Copies of all documents reproduced or mentioned in the text are available on request from the Infernal Archives (Building A: Floor VII); further, separate Historical Society Pamphlets are also available on a variety of subjects, including those mentioned under "Infernal Symbols" and "Historic Structures" in the History (Archives Code Number is II/Kh/410/Hs). Individual—and more detailed—tour guides for each region of Hades may be obtained from the offices of their Regional Planners, or, also, from the Archives (*The Complete Tour Guide to Asgaard; Colleges and Universities of Limbus; The Tourist's Guide to Dyonesia*; et al. Archives Code number is II/Kh/998/(date); Catalogues).

Many of the entries in the following listing were used as source materials in the compilation of this edition of the *Stellar Almanac*.

BOOKS

History/Social Sciences:

Azrael, Mairya Horon. *This Side and Otherside*. Golden Roads, Elysia: Golden Roads Scribes, Publishers, Cycle 98 (1153 AI). A study of the effects of the trans-ferral phenomena, including an overview of the history of mortal attitudes toward First Death (i.e., Transfer), and a prefatory explanation of the Interval. Original copy, Celestial Archives. Infernal Archives Code no. I/Kh/440/AzE: Psychology.

Bagassarian, A. L. *The Living Land*. Dyonesia City, L-3: Infernal Artists Publishers, 3567 AI. Incorporates data learned from the Phoenix Parchments to give a picture of the land of Hades from before the arrival of Infernal settlers to the present day. Special sections (cf. "The Guardian," pp. 247-281) give detailed information on the Sar Yggdrassil, the People of the Tree, and their effect on Hades and on I.K. History. Includes all known data on the Djinn. Original copy, Infernal Archives. Code no. I/Kh/425.410/Ah38: Environmental History. (Revised edition published 5716 AI.)

Barinian, Huristar. *Warder of the Bridge*. Golden Roads, Elysia: Golden Roads Scribes, Publishers, Cycle 98 (1995 AI). A biography of the Lord Heimdall, and his role as guardian of the Immortal Universe and the Creation. Includes a briefing on the purport of the sounding of the Gjallarhorn. Original copy, Celestial Archives. Infernal Archives no. I/Kh/419.680/HgE: Biography.

Book of Heraldry, The. Dyonesia City, L-3: Infernal Artists Publishers, 5314. The hierarchy of the Stellar peoples, their titles and crests. Includes an explanation of nomenclature (meaning and origin). Color-illustrated. Archives Code no. I/Kh/414/5314: Customs.

Colonial History of Hades: 1 AI to 94 AI. Dyonesia City, L-3: Infernal Archives Publication, 1019 AI. The authoritative history of the settlement period in Hades, containing reproductions of the original maps and charts of the first scouting expeditions. Contents also include survey results, soil analysis reports, records of alphabets and conjectures on native life, parliamentary decisions and settlement records. Arranged in chronological order. Original copy, Infernal Archives. Code no. I/Kh/412/1019: History. Original documents on file: Archives Reference Code VII-G-16-8.

Documents and Papers of the War of Insurrection. Celestial City, Valhalla: Celestial Archives Publication, Cycle 98 (153 AI). A complete collection of all written communications, writs, and decrees; fully annotated, with comments on reasons for issuance, reactions to the documents, and their historical effects. Compiled and edited by Vretil Prauil, Director, Celestial Archives. Original Copies of all documents and of this anthology, Celestial Archives. Infernal Archives no. I/Kh/410/153: History.

Economic Survey of the Infernal Kingdom. Absu Karoon, L-2: Gold Coin Scribes, Publishers, 5340 AI. Manufacture versus mechanization: an economic history of the Infernal Kingdom, including records of parliamentary decisions and their effect on the development of the economy. Original edition published 962 AI. Original copy this edition, Infernal Archives. Code no. I/Kh/312/5340: Economic History.

Hezi, Soqed. *History of the War of Independence*. Styxvilla, L-1: Martial Arts Publishers, 1281 AI. Includes a military analysis of the War, political cause and effect, and final results in terms of Independence for the New Kingdom. Original Copy, Infernal Archives. Code no. I/Kh/414.680/Sb29: History.

Hezi, Soqed. *Military History of the War of Insurrection*. Styxvilla, L-1: Martial Arts Publishers, 1269. Includes maps, battle plans, strategy decisions, supply lines: explanation of the factors that decided the War. Original copy, Infernal Archives. Code no. I/Kh/681/Sb29: Military History.

Last Great War, The. Celestial City, Valhalla: Celestial Archives Publication, Cycle 98 (941 AI). Celestial history of the Infernal War of Independence. Includes documents, policy decisions of the time, and analysis of actions taken. Afterword discusses the potential effects of Infernal independence on Stellar History. Original copy of book and pertinent documents, Celestial Archives. Infernal Archives Code no. I/Kh/414/941: History.

Mastho, Hiquet Antitheas. *Beloved Parasites*. Absu Odhrevir, L-2: Limelight Publishers, 5619. The story of the Mazikeen; their history and their effect on Hades. Contains hundreds of reproductions of work by Hades' resident artists. Original copy, Infernal Archives. Code no. I/Kh/201.419/Hk984: Biographical Art History.

Sabazius-Aten, Luciel. *The Great Peace*. Dyonesia City, L-3: Infernal Artists Publishers, 5720 AI. With its central theme a record of the centuries of co-operation and cultural exchange between Hades and Edom, this is one of the most comprehensive histories of the Infernal Kingdom currently available. Emphasis is on Interkingdom/Interuniverse exchange. Original edition, 2591 AI. Original copy this edition, Infernal Archives. Code no. I/Kh/412/Lm46-2: History.

Seemurgh, Melampus. *A Complete History of the Courier Service: Its Origin and Purpose*. Absu Aresthusa, L-2: Kirtabus Scribes, Publishers, 4810. Includes an overview of I.K. immigration policy and reproductions of sample courier contracts. Original Copy, Infernal Archives. Code no. I/Kh/481/Mc39: Courier Art.

Seshet, Clio Oulame. *History of Edom*. Golden Roads, Elysia: Golden Roads Scribes, Publishers, Cycle 98 (128 AI). A cultural history of the Celestial Kingdom, its origins and people, with special emphasis on the development of philosophy and art, up to the War of Insurrection. Original copy, Celestial Archives. Infernal Archives Code no. I/Kh/415/SeE: Cultural History.

Science Arts:

Abaris, Psammead, *History of the Galaxy*. Absu Ravana, L-2: Science Arts Publishers, 1912. The definitive Stellar geography of Hades, Edom, and Cimmeria: a comparative psychology of the three lands of the Immortal Universe, with data on their inherent nature, response to exploration and settlement, development and character change up to the present day. Includes a brief history of the BiFrost Bridge. Original Copy: Infernal Archives. Code no. I/Kh/113.445/Pk66: Stellar Science.

Archaeus, Rhea Eurynome. *As It Was in the Beginning*. Absu Ravana, L-2: Science Arts Publishers, 1946. Fact and theory on the creation of the Immortal Universe and the origins of its people, with a discussion of the Bara T'omim Sib'ani (Bara Gemini: the evolution of the Worlds of Creation and their New Life). Original Copy, Infernal Archives. Code no. I/Kh/100/Rb422: Research.

Archaeus, Rhea Eurynome. *First Peoples*. Absu Ravana, L-2: Science Arts Publishers, 1952. A study of the original inhabitants of all worlds of the Creation, and speculation on their possible relationship to the Ymir. Original Copy, Infernal Archives. Code no. I/Kh/121/Rb422: Biological Sciences.

Complete Psycho-Geography of Hades, The. Absu-Ravana, L-2: Science Arts Publishers, 5118. The physical structure of the Land of Hades, from Asgaard to Niflheim; its original nature and how it has been changed by settlement. Includes an explanation of natural phenomena peculiar to the land, including the shifting tendencies of the Levels and the Golem of the Pits. Illustrated. Archives Code no. I/Kh/110.425/5118: Physical Sciences.

Forsaken Land, The: Essays and Observations on Cimmeria. Joint Publication: Infernal and Celestial Arts Publishers, 1746 AI. Fact and fancy regarding the Third Land of the Immortal Universe, including a report by Celestial units who traveled its paths. Infernal Archives Code no. I/Kh/440/1746: Psychology.

Ilmarinen, Exael. *Order From Chaos*. Dyonesia City, L-3: Infernal Artists Publishers, 4567. The history of the Cestus Project, and the building of Acrasia, with a detailed outline of techniques used and including reproductions of scientists' procedural formulas and artists' designs. Written by the Project's co-ordinator. Original copy, Infernal Archives. Code no. I/Kh/180/Ec63: Inanimate Manufactures.

Omael, D. Abir Gahidriom. *The Will to Know. The Ability to Create*. Absu Ravana, L-2: Science Arts Publishers, 5120. A research-orientated history of Hades' resident scientists, listing major discoveries and giving complete experiment procedures and results. Supplement lists some incomplete studies and several interesting failures. Includes biographical data. Two volumes and supplement: Illustrated. Original copy, Infernal Archives. Code no. I/Kh 145.419-Dk9479: Science History.

Ytzordea, Lelahel. *The ABC of Infernal Animals*. Absu Ravana, L-2: Science Arts Publishers, 1632. A primer of Hadial Fauna. Beautifully illustrated; recommended for children and adults. Tri-D/Animate copies available. Original copy, Infernal Archives. Code no. I/Kh/126.Lz55: Zoology. Tri-D Images: Archives Reference Code IV-Y-07-3.

Government and Law:

Ahura, Mazda. *The Unmaking*. BiFrost Bridge: Interkingdom Supreme Court Publication, 4816. Judicial studies of the Am-mut: Case histories of lost souls and

conversion to Aroe. Author is Chief Justice of the Interkingdom Supreme Court. Original documents stored at Sedrat Archives, BiFrost Bridge. Infernal Archives Code no. I/Kh/745/Ms48: Judgement Law.

Amaimon, Beherit. *An Outline of Government*. Dyonesia City, L-3: Infernal Artists Publishers, 5729. Current organization and operation of the Infernal Government: how it works, what it does. Includes a brief history of changes in the governmental structure from settlement days to the present. Original copy, Infernal Archives. Code no. I/Kh/751/B173: Government.

Colopatiron, Cheriour. *Report on the Pits*. Dyonesia City, L-3: Infernal Artists Publishers, 5698 AI. 10 volumes and supplement. A review of Infernal Kingdom application of the Stellar Code; case histories in judgement and reform. History section includes copies of essays, debates, surveys, et al., on the decision to use the Lower Pits as convict detention camps: manner of their organization. Archives code no. I/Kh/746/Cs53: Judgement Law.

Infernal Kingdom Register and Manual. Pandemonia, L-7: Sheytan Council Offices, 5730. Current listing of all offices, agencies, and officials of the Infernal government, explaining the function of each governmental agency and the most direct manner in which an Infernal national may contact or coerce them. Archives Code no. II/Kh/950.798/5730: Reference. Individual regional government manuals available on request. Write: Office of the Governor, (Name of Level), (Capital City).

Zazaii, Ithuriel. *The Age of Reform*. Dyonesia City, L-3: Infernal Artists Publishers, 2710. A comprehensive history of judicial reform, its purpose and effect for the Infernal Kingdom and its peoples. Written by the present Attorney General of the I.K. Supreme Court. Original Copy, Infernal Archives. Code no. I/Kh/714/Ip65: Legal Reform.

Immigrants/Midgaard:

Aymasue, Loki Gadrel. *A Bite of the Apple*. Absu Aresthusa, L-2: Kirtabus Scribes Publishers, 3725. Carefully researched, factual work that reads like well-plotted fiction, dealing with the Midgaardian insistence on a "Devil" who bears the responsibility for the evils and burdens of mortal peoples. A thoughtful, well-written book by the author of *The Fire-Bringer*. Archives Code no. I/Kh/456/Lc191: Sociology.

Ruman, Sammael Zalmoxis. *The Role of the Immigrant in Society*. Alaraf, L-2: Camaysar Hades Publication, 5729. Rights and obligations of new citizens, and a detailed listing of assistance groups and funds available to all immigrants. Includes a discussion of the effects of immigration on I.K. history and culture, and a brief history of the competition for souls. Archives Code no. I/Kh/911/Sm934: Immigration Aids.

Urvan, Askembla Eidolon. *Citizen, Denizen—or National?* Alaraf, L-2: Camaysar Hades Publication, 5730. Permanent status for (long-term) immigrants, and how to effect it. Archives Code no. I/Kh/909/Ad549: Immigrant Absorption.

Zemer, Nathan Eidolon. *Thy People, My People: I Choose*. Dyonesia City, L-3: Infernal Artists Publishers, 1569. The story of the Sinuhé: a first-person account of the early immigrant's choice between Hades and Edom, and of Sinuhé participation in the Independence War. Archives Code no. I/Kh/411/Nc746: History.

How-To (Instruction Manuals):

Archaeus, Rhea Eurynome. *Robotronics*. Absu Ravana, L-2: Science Arts Publishers, 1158. The first discussion of the creation of androids and animal robots; method of construction and use of product. Illustrated. Author is original designer of Android forms: currently dean of Ars Surtyr, Absu Ravana, and chief consultant for Ptah-Khnum Laboratories. Original copy, Infernal Archives. Code no. I/Kh/192/Rb422: Animate Manufactures. (Revised edition published 5732.)

Mot, Aleyin Boötes. *Handbook of Agricultural Technique*. Absu Ravana, L-2: Science Arts Publishers, 5120. The complete guide to farming in Hades: Includes a Farmer's Almanac with climate changes and soil eccentricities, and instruction on the use of farm apparatus and planting/cultivating/harvest techniques. Supplement provides a brief comparison with Edomite agricultural conditions. Illustrated. Author is regarded as the foremost agricultural expert in Hades: currently Chargé d'Affaires, Agricultural Department, Ministry of Infernal Affairs. Archives Code no. I/Kh/152/Ag473: Agricultural Science.

Zalambur, Butator. *Handbook of the Business Arts*. Absu Karoon, L-2: Gold Coin Scribes, Publishers, 5732. Present-day economics and trade manual: information on marketing, management, and establishing an independent business. Appendixes include up-to-date listings of economics statistics and government trade offices. The primary textbook of the College of Business Arts. Archives Code no. I/Kh/339/Bk47: Business Technique (Reference).

Zizuph, Amaros Tovodun. *Handbook of the Occult Arts*. Absu Nilaihah, L-2: Temple Publishers, 5698. A layman's guide to the practical, day-to-day magical aids. Illustrated. By the author of *Advanced Studies in Arcane Practice*. Author is a Seventh-Ring Adept. Archives Code no. I/Kh/820/As738: Occult Crafts.

Fiction:

Andraste, Boadicea Eidolon. *The Fire Sword*. Dyonesia City, L-3: Infernal Artists Publishers, 962. A novel of the War of Independence. Original copy, Infernal Archives. Code no. I/Kh/573.410/Aw912: Historical Fiction.

Aymasufte, Loki Gadrel. *The Fire-Bringer*. Absu Aresthusa, L-2: Kirtabus Scribes Publishers, 1614. A biographical fiction of the Emperor as a courier, and His love affair with the race of man. A sometimes joyous, sometimes poignant record of trust and misunderstanding, of truth told but not believed. Foreword by Melampus Seemurgh explains the Midgaard "Fallen Angels" misconception. Original Copy, Infernal Archives. Code no. I/Kh/573.419/Lc191: Biographical Fiction.

Eistibus, Pahadron. *Opposers of the Gods*. Dyonesia City, L-3: Infernal Artists Publishers, 5729. One of the greatest horror fiction stories written in the past century. The inhabitants of a small colony in northern Typhaenos are possessed by the a-jiva: Bergelmir must find a way to remain untainted and escape with a warning before the villagers' new masters can accomplish their plan to invade all of Hades. Original Copy, Infernal Archives. Code no. I/Kh/576.890/Pw73: Adventure Fiction.

Eistibus, Pahadron. *Point of No Return*. Dyonesia City, L-3: Infernal Artists Publishers, 3860. The story of the Pathfinders; a novel of the first exploratory expedition to the Pits. Archives Code no. I/Kh/570.410/Pw73: Dramatized History.

Flaef, Jazar Itqal. *Eros and Anteros*. Dyonesia City, L-3: Infernal Artists Publishers, 5620. A collection of thirteen love stories by the Master of Romance. Archives Code no. I/Kh/582/Jw738: Prose Anthology.

Nasreddin, Bertoldo. *Disarmament Treaty*. Dyonesia City, L-3: Infernal Artists Publishers, 5711. A tongue-in-cheek but nonetheless accurately researched fiction about a medical researcher who reduces himself to microbe-size and arranges a summit with the political leaders of disease-causing viruses. A well-constructed farce, worthy of the writer critics have dubbed "His Royal Shenaniganship." Original Copy, Infernal Archives. Code no. I/Kh/571.160/Bw59: Humor.

Penemue, Clio: Editor. *In Pursuit of the Unicorn*. Dyonesia City, L-3: Infernal Artists Publishers, 5122. A delightful collection of short stories and essays, with pets, domestic animals, safaris, ranching, and rodeo competition as themes, and including Laphria Britomartis Pasht's adventure classic, "In Pursuit of the Unicorn." Infernal Archives Code no. I/Kh/582.640/IA: Adventure, Prose Anthology.

MAGAZINES.

Sahariel, Eth Asderel. "What is Time?" *The Scientific Observer*, CLXII (Libra, 5731), pp. 255-289. An explanation of the difference between cyclical and progressive time and how they are computed; origin of temporal co-ordination and a brief discussion of phase control. Information on months, years, and dating. Archives Code no. II/Kh/144/SO: Periodical Files. Back copies of the *Scientific Observer* on microfilm file no. II-S-16-3.

Thurs, Hrim. "A Wall Around Hades." *Architectural Quarterly Magazine*, CIX (Sagittarius, 5729), pp. 860-963. Reprint of a lecture delivered at Absu Odhrevir Architectural College. Methods of construction involved in the building of the Utgaard Line. Introduction supplies brief history of the Line's military necessity. Illustrated. Archives no. II/Kh/251/AK: Periodical. Back copies of the *Architectural Quarterly* on microfilm file no. II-A-02-1.

GENERAL REFERENCE BOOKS.

Abaris Stellar Atlas, The. Dyonesia City, L-3: Infernal Artists Publishers, 5710. Two volumes: Tri-D color illustrations. Volume I: The complete atlas of the Immortal Universe, including detailed city maps. Volume II: Survey maps of the inhabited worlds of the Creation, showing population concentrations and indicating colonies. One detailed city map from each Midgaard world. Full maps of both universes also provided. Infernal Archives Code no. II/Kh/421/5710: Reference. Animated climate maps: Archives Reference Code no. Iv-M-81-2: Museum Display.

Archives Buyers Catalogue, The. Dyonesia City, L-3: Infernal Archives Publication, 5730. Three volumes and Index: decannual revision with monthly supplements. The complete guide to Stellar literature, arranged by Title, Author, Subject, and Type of publication; cross-indexed. The catalogue lists both Archives stack code and publisher/price of publication, with a brief description of materials included. Code no. II/Kh/996/5730.

Encyclopedia of Common Plants, Herbs, and Spices. Dyonesia City, L-3: Infernal Artists Publishers, 5730. Twenty volumes and supplement: decannual revision. Illustrated. Original copy contains full-color/Tri-D illustrations of all entries. Archives Code no. II/Kh/162/5730. Secondary copies available from Bimini Agricultural Commission, or the Association of Medical Artists in Hades.

Encyclopedia of the Medical Arts. Absu Ravana, L-2: Science Arts Publishers, 5730. 53 volumes: decannual revision. Illustrated. The how and why of medicine in Hades—in research and in practice—including methods of relaying validated research results to Midgaard worlds. Contains diagrammed anatomical illustrations of all current races now resident in Hades, with comparative biologies. Archives Code no. II/Kh/162/5730.

Encyclopedia of the Occult Sciences. Absu Nilaihah, L-2: Temple Publishers, Ltd: 5730. 30 volumes and supplement: decannual revision. Editing and foreword by Proteus Agaliarept, Master of Nine Rings. Includes a listing of technical manuals and source books in the field. Original copy, Infernal Archives. Code no. II/Kh/801/5730.

Stellar Code, The. Celestial City, Valhalla: Celestial Archives Publication, Cycle 98 (5653 AI). 60 volumes and supplement. An encyclopedia of civil law, codified and defined, covering all areas of social, moral, and cultural behavior for both

Midgaard and the Immortal Universe. Supplementary material covers revisions and additions to the Code since the First War. Original Copy: Celestial Archives. Infernal Archives Code no. II/Kh/700/5653.

The Phoenix Papers. Original manuscripts, 443-5443 AI: Eleven documents total. Copies of original script and/or translations of the Phoenix parchments are available. Next parchment expected in 209 years (c. 5943). Archives File Reference Code no. IX-Y-01-1: Original Manuscript.

BULLETINS AND PAMPHLETS.

Amaimon, Beherit. *How a Bill Becomes a Law.* Alaraf, L-2: Camaysar Hades Text, 5730. A primer of parliamentary procedure for the new immigrant. Archives code no. II/Kh/751/B173: Government.

Choosing a Trade. Alaraf, L-2: Camaysar Hades Publication, 5730. Information on the educational/apprentice system in Hades, and a complete listing of all colleges and universities in the Infernal Kingdom, as well as a brief summary of curriculums, and directions on obtaining university catalogues: admission requirements. Useful for both nationals and new immigrants. Archives Code no. II/Kh/948/5730: Educational Techniques.

Courier Service Today. The. Pandemonia, L-7: The Department of Courier Affairs, 5730. Current organization and operation of the courier service, with information on recruitment and training. Available in translation: all current Midgaard tongues. Archives Code no. II/Kh/480/5730: Courier Art. Back copies on microfilm file no. II-L-01-1, or available from the Department of Courier Affairs.

First Galactic Survey Report. Third Gate, Arcadia: Vanguard Scouts, Geological Unit, Cycle 97 (AAI). Copy of the original survey report on expedition by Celestial scouts assigned to explore Hades five millennia before the War of Insurrection. Original copy, Celestial Archives. Copies of Survey Reports Nos. II through V: Celestial Archives. Infernal Archives Code no. I/Kh/425/GsE: Environment.

How To Recognize Your Military Personnel. Pandemonia: Ministry of Defense, 5731. The Infernal Kingdom Armed Forces: history and present function of all divisions, with description of uniforms and insignia, and similar data useful to the civilian national needing assistance. 105 pages: Illustrated. Archives Code no. II/Kh/690/5731: Military Science.

Immigrant's Survival Kit. The: Questions You Forgot to Ask. Alaraf, L-2: Camaysar Hades Publication, 5730. Little known facts and basic information about the Infernal Kingdom of use to the new immigrant. Contains a listing of offices and agencies designed to provide aid and answer questions for new arrivals. Archives Code no. II/QM5936/919/5730: Immigration Aids.

ITC REPORT, The. Jotunnheim, L-8: Interregional Trade Commission, 5730. Decannual revision, monthly supplement. Listing of all businesses and trades, suppliers, et al.: the buyer's and seller's guide to the Infernal Kingdom. Archives Code no. II/Kh/352/5730: Marketing. Personal copies available to Infernal Nationals free of charge from the Interregional Trade Commission.

Phaldor, Agamede Yefefiah. *The Eight Plus One.* Absu Nilaihah, L-2: Temple Publishers, Ltd., 4968. An explanation of the Nine Worlds Philosophy for the layman. Includes a brief history of the development of occult study in Hades, and an outline of the current organization of the Temple of the Nine Worlds. Illustrated. Archives Code no. II/Kh/888/At368: Philosophy.

THE END
(Of a Ministry of Infernal Affairs Reprint)

(Complements of the Department of Courier Affairs,
Office of Information Dispersal.)





